PLAYSTATION 2 MAGAZINE

PSM2

PLAYING PS2 LONGER, HARDER, FASTER

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Tipped to shreds!

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- Bully

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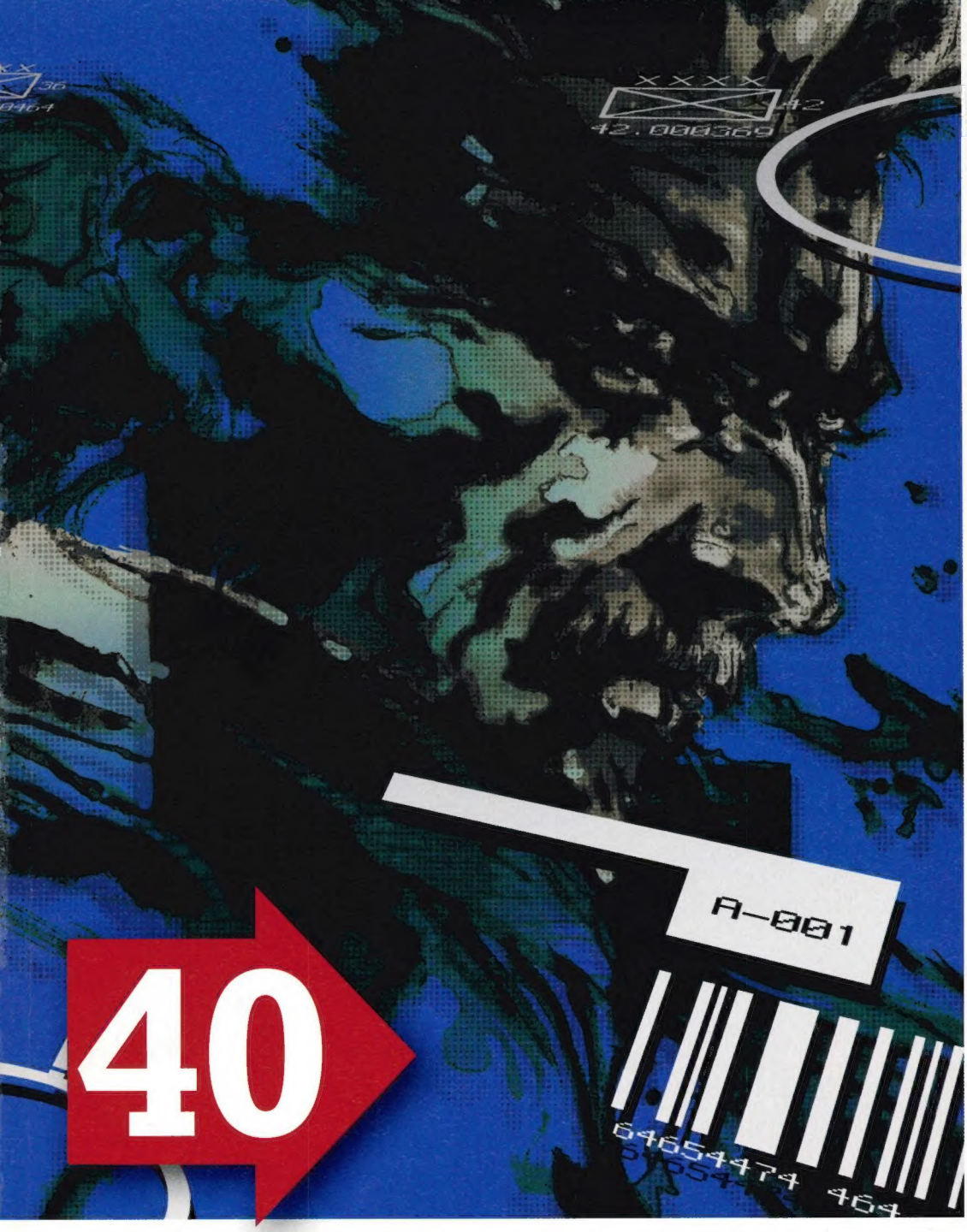

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METAL GEAR 4

PSM2 plays Sherlock Holmes to separate truth from rumour in Snake's epic PS3 debut. Catch our *exclusive* chat with Mr Kojima, as we reveal all of *Metal Gear 4*'s secrets right here, right now.

THIS MONTH YOU NEED TO READ...

HE'S BULLETPROOF

50 CENT
Shizzle our nizzle – as PSM2 give Fiddy's new game *Bulletproof* the world exclusive first play. Plus – 21 questions* with the man himself.

*Well, more like 10, but then he shot us...

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IT'S ALMOST HERE!

PS3 BLOWOUT
PS3's unveiling at E3 stole the show. Now PSM2 grills the experts to explain everything you need to know about the future of videogames.

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KILLER7
PSM2 tears open Capcom's weirdest, bloodiest game yet. But can we make head or tail of it? Get yourself to our review now.

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GODLIKE GENIUS

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PS2's summer blockbuster ripped apart. Finish the game. See *everything*. Play as a pastry chef. Hang on a bleedin' sec...

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ISSUE 64'S FREE DVD

MASSIVE E3 SPECIAL AND PS3'S HOT NEW TITLES REVEALED
It's the big one – fresh from LA. Everything of note at E3 is on this disc. Revel in awe as you witness what PS3 can do. But *try* and keep your jaws shut...

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PlayStation 2

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PlayStation.2
FREE TO SPEED

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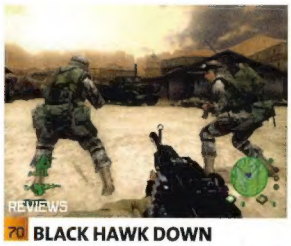

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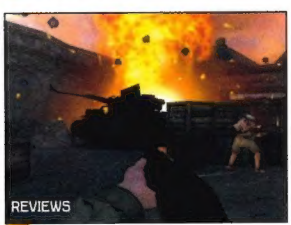

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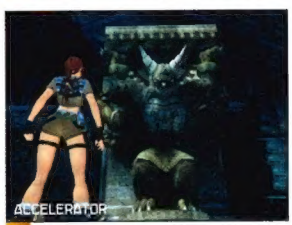

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PSM2

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SIT DOWN. GET COMFY. WE'VE GOT A CONFESSION TO MAKE – BUT YOU'RE GOING TO LIKE IT...

First, an apology. Last month we printed the words *PES5 – in small type, honest* – on the mag's shiny bag and proceeded to say, well, nothing about it inside. Sorry. At the time the bag was printed, we honestly thought we were getting the world's first screenshots but, er, didn't. So there we are. Sorry. Please turn to pg24 now and accept our apologies: actual, real, *PES5* facts. (*Snow!?*) And, hey, we didn't even tell you about it the on the bag. Surprise.

Y'see, there's a time to say sorry – we, er, also called *Metal Gear Solid 3: Subsistence* <correct spelling> *MGS3: Substinence* <wrong> in massive letters after a dodgy tip off from a reliable source, but, hey, no-one complained (turn to pg44 now to find out how to avoid spelling the game's name wrong ever again courtesy of, er, a famous nun) – and times when upsetting people's part of the job. For example, we should probably apologise to the world for blowing *MGS4*'s secrets wide open on pg40, or to genius Producer Hideo Kojima for making him say too much in our exclusive interview, but... well, you know how it is.

As for our rivals, we should probably apologise for not only playing, but tearing to bits, brilliant games that are only just in the shops rather than, say, selling our soul for five screenshots of the same orange car in a game that doesn't even exist on PS2 – but that wouldn't make sense. Find out everything you need to know about Sony's incredible *God of War* (seriously – rush out and buy it now, it's the game of the year so far) on pg96. Chef costumes? An exclusive interview with the developer? Hard sequel info? Only in PSM2, friends.

In fact, while we're at it, sorry for our world exclusive hands-on with *50 Cent: Bulletproof* (pg30), for kicking the shit out of games that "clearly" didn't deserve it in our E3 hands-on report on pg16 (quote lifted from an angry conversation we're having with the game's publisher about now) and for actually bothering to ask a man who knows about PS3 to explain what it means to you in the best PS3 feature since, well, *ever* (pg78). And, finally, sorry for being so bloody aggressive. It must be the hot weather. No,wait. It's gone cloudy again. Bugger. **The PSM2 Team**

PSM2 MAGAZINE PROMISE...

PSM2 is 100% independent. We write what we want, when we want. We don't ridicule popular opinion for the sake of controversy. Or generate hype without fact. Well, not *often*. We're not afraid to admit to our mistakes. And we're always first to put things right. We say it as we see it. Fact.

- Here at PSM2 we play every game we preview – that means genuine hands-on opinion, not what we've read about on the net.
- We're gamers just like you – and that's means we go into the kind of detail you demand. Check our sidebars for the latest facts and stats or screenshots that show off all the newest features.
- PSM2 is 100% editorially independent! You won't read the same quality of hard-hitting, informed, accurate – and, crucially, passionate – reviews anywhere else. And we can review games and reveal hardware other mags have to keep secret.
- We feature more screenshots than any other magazine.

ON THE DVD

THE BEST GAMES ■ THE BIGGEST DISC

IT'S ON THE DISC

If you see this logo stamped on a game it means that there's footage of it to watch on the DVD. Check the list over there to the right for each section's contents or just dive in and cruise, dude.

ON THIS MONTH'S PSM2 DVD...

KILLZONE PS3

You must see this! The phenomenal new FPS that'll set the world on fire!

BURNOUT REVENGE

Scalding footage of this apocalyptic new racing sequel.

E3 BLOWOUT

The greatest games from this year's E3 show.

BURNOUT REVENGE

- MATRIX: PATH OF NEO
- PRINCE OF PERSIA 3
- RESIDENT EVIL 4
- ULTIMATE SPIDER-MAN
- TONY HAWK'S AMERICAN WASTELAND
- DEVIL MAY CRY 4
- FROM RUSSIA WITH LOVE
- ONIMUSHA: DAWN OF DREAMS
- HITMAN: BLOOD MONEY
- CALL OF DUTY 2: BIG RED ONE
- WITHOUT WARNING

PS3 SPECIAL

The latest eye-burning PS3 movies

KILLZONE 2

- SPIDER-MAN VS GRAN TURISMO
- THE GETAWAY
- RED DEAD REVOLVER 2
- TEKKEN 6
- F1
- VISION GRAN TURISMO
- HEAVENLY SWORD
- JOHN MADDEN
- TEST DRIVE
- MOTORSTORM
- WARHAWK

HANDS-ON

Exclusive footage from all the hot new games

MOH: EUROPEAN ASSAULT

- DEAD TO RIGHTS 2
- CRICKET 2005
- ANIMANIACS
- COLOSSEUM: ROAD TO FREEDOM
- BOMBERMAN: HARDBALL
- PILOT DOWN: BEHIND ENEMY LINES

REVIEWS

Reviews for new PS2 games with commentary

STAR WARS EPISODE III

- CHAMPIONSHIP MANAGER 5
- DYNASTY WARRIORS 5
- RUGBY 2005
- MOTO GP
- BLOODRAYNE 2
- CHOROQ
- TT SUPERBIKES
- S.C.A.R.
- PREDATOR: CONCRETE JUNGLE

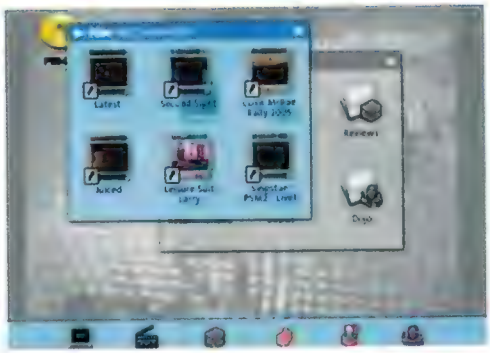
PRO DOJO

- MGS3 MASTERCLASS PART 1
- MGS3 MASTERCLASS PART 2

E3 BLOWOUT EXTRA

- FINAL FIGHT STREETWISE
- OKAMI
- SHADOW THE HEDGEHOG
- TRUE CRIME 2
- SPARTAN: TOTAL WARRIOR
- STARCRAFT: GHOST

HOW IT WORKS



■ Don't panic! Your machine is not busted – it's just the brand new PSM2 DVD taking over your PS2's mind for a moment.

■ Our new DVD is a piece of cake to navigate. Just click on the section you want to open a window revealing its contents.

■ Latest: Not a sub-menu, but a movie in its own right. This is the very latest vids, squeezed in at the last minute. And now you can skip forwards and back!

■ Hands-on: So big it comes in two parts. Select your part then click on the video you like the look of from the preview icons.

■ Reviews: All the latest games reviewed – complete with the famous PSM2 team commentary. Sick of hearing Andy wibbling on in Scottish? Click down R3 to switch to the game soundtrack.

■ Recommended: Quick links to our personal favourite bits.

■ Extras: Quirky clips and... well... extra stuff and credits to enjoy. Go for it.

■ Dojo: Your winning runs on your favourite games. Check page 106 for details.

DVD NAVIGATION

EXTRAS

■ Want some more? Here's where it's at:

SHOWREEL: In the absence of EyeToy pop videos this month – readers, come on! – we've decided to highlight the delightful feature that makes all the button-pressing chores go away.

RANDOM FACTOR: Surprise yourself by activating this function and taking a mystery tour of disc highlights.

CREDITS: Find out who does what. And give them credit for it.

MORE NEXT MONTH!

■ We're always striving to deliver the maximum volume and quality we can to our readers. Next month we'll be featuring yet more of YOUR successful runs on your favourite games. See the Pro Dojo on page 106 for info on how to get involved. PLUS the latest games played to death!

QUOTE OF THE MONTH: "BECOME THE TOM CLANCYS OF THE FUTURE!"

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

► EMAIL: psm2@futurenet.co.uk – subject line 'Letters'

► WRITE TO: Letters, PSM2, Future Publishing, 30 Monmouth St, Bath, BA1 2BW

PSM2 WINNER!

Every issue, the writer of the Star Letter gets our eternal thanks... Oh, PLUS a red hot package of PS2 goodies fresh from the PSM2 booty chest. Or is that chest booty? So entertain us and your fellow readers. Let the

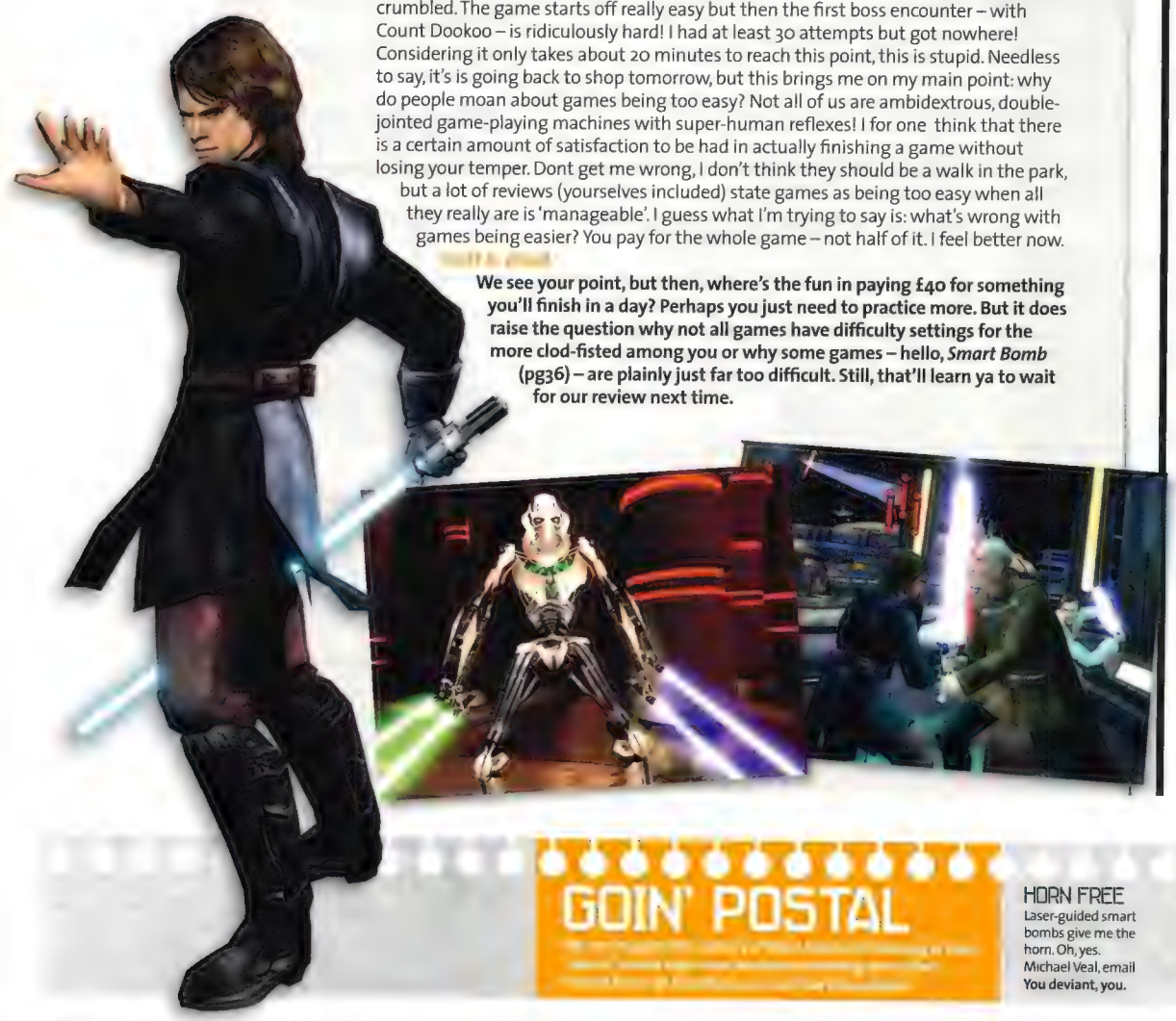
REVENGE OF THE SHIT SITH "WE'RE NOT DOUBLE-JOINTED MACHINES"

► **Dear PSM2,**

I'm fuming. I've just bought a copy of *Star Wars Episode III: Revenge of the Sith* – the game. What a piece of crap! I usually wait for your review before handing over my hard-earned, but for some reason I couldn't wait. I thought I could rely on a few internet reviews – but how wrong could I be? I have to be honest – I never expected to be amazed, but the thought of swinging a light saber around was overwhelming and I crumbled. The game starts off really easy but then the first boss encounter – with Count Dookoo – is ridiculously hard! I had at least 30 attempts but got nowhere! Considering it only takes about 20 minutes to reach this point, this is stupid. Needless to say, it's going back to shop tomorrow, but this brings me on my main point: why do people moan about games being too easy? Not all of us are ambidextrous, double-jointed game-playing machines with super-human reflexes! I for one think that there is a certain amount of satisfaction to be had in actually finishing a game without losing your temper. Dont get me wrong, I don't think they should be a walk in the park, but a lot of reviews (yourselves included) state games as being too easy when all they really are is 'manageable'. I guess what I'm trying to say is: what's wrong with games being easier? You pay for the whole game – not half of it. I feel better now.

[redacted]

We see your point, but then, where's the fun in paying £40 for something you'll finish in a day? Perhaps you just need to practice more. But it does raise the question why not all games have difficulty settings for the more clod-fisted among you or why some games – hello, *Smart Bomb* (pg36) – are plainly just far too difficult. Still, that'll learn ya to wait for our review next time.



ALL WRITE NOW

► **Dear PSM2,**

People are always complaining about how bad gaming is – but I have a few personal reasons to disagree. Four years ago, when I was twelve, I couldn't even tell nouns from verbs. But that Christmas, my mother bought me *Final Fantasy VIII*. Now, after years of *FFVIII*, *FFIX* and *FFX*, I receive awards for writing poems and short stories – I've had one story and three poems published so far. It's all thanks to those hours of immersive storytelling and scriptwriting that I achieved this. So there you go, people. Buy your *Final Fantasys*, *Metal Gears*, *Jaks* and so on – and become the Tom Clancys of the future (ahem).

[redacted]

Aw, bless. Good on you, Carol. Readers – what games have inspired you creatively? Perhaps you've painted some rugged portraits of CJ? Have you written a novella about the beards of Solid Snake? Has *Rumble Roses* caused you to venture into the world of erotic fiction? If so, send in some examples. Especially of that erotic fiction. Cheers. Nothing about Dante, though, please. We're sick to the back teeth of him.

HOT ARSE

► **Dear PSM2,**

I stare at Dante's hot arse!

[redacted]

No! NO! Enough with Dante already.

GOIN' POSTAL

HORN FREE

Laser-guided smart bombs give me the horn. Oh, yes. Michael Veal, email

You deviant, you.

'CHELLE OUT

More levels than a gorilla has heads and enough goals to fill Michelle McManus. JC Kills, N. Ireland

But a gorilla only has one head. Michelle eats food, not goals... we're so confused.

WRITE OFF

Why are some of your

YOU DRIVE ME CRAZY: Does *Burnout* make you drive like a mentalist? No, not really.

SPEAK TO THE TEAM JULY 15TH

CALL THE PSM2 HOTLINE!

01225 788157

YES, now YOU can SPEAK to PSM2! Call the Hotline and leave us a message at any time, day or night! Alternatively, call us LIVE between 2pm and 5pm on Friday July 15th, when we'll be answering the phone in person! And it ain't no '60p per second' porno line either! Bargain!

"COULD AN ARSONIST BLAME SPYRO THE DRAGON?"

SWEARLY LEGAL

►**Dear PSM2,**
10 things I love about you (and one thing I really hate):

I LOVE it how you don't give a f**k,
I LOVE it how you swear.
I LOVE that you think everything sucks,
I LOVE it that you don't care.

I LOVE it that you're independent,
I LOVE it that you don't follow trends.
I LOVE that you're such a cool group.
You seem the best of friends.

I LOVE your really honest reviews,
I LOVE the previews, too.
I LOVE the fact that you lot are so very, very kind...

But for f**k, piss, 'shit on my face' sake, I HATE that bollocks ROBO-MIND.

So please please please get rid of, that childish, bleeping git.
Jon Hart, Exeter

We do love a good swear. Just the other day, Dan D said "winkiepoops". We're not allowed to say fk, though, or we get slapped by Management. Let's try it again. F**k? No? Shit. Robo-Mind will remain until we have a half-decent idea of what to replace him with... F**K!? Damn...**

ONE OF US

►**Dear PSM2,**
How can I join PSM2? I want to beat the team at *PES*, I want to laugh along on the DVD. I want to work for the best mag in the whole world!
Stephen McCrossan, Co. Tyrone

What? You want to work for 'I Love Horses' magazine? Perhaps you should tell them that, not us... oh, you mean PSM2. Blimey. Well, send us some reviews and stuff and if we like them, we'll be in touch. Time for this month's 'worrying' letter...

GUNS DON'T KILL PEOPLE, DRAGONS DO

►**Dear PSM2,**
I just watched Tonight with Trevor McDonald about computer games corrupting children. I've never seen such a one-sided argument in all my life. They had those boys who took pot-shots at cars and blamed *GTAIII* – nothing said about the irresponsible parents whose gun that had access to in the first place. You'll always get deluded idiots in life looking for excuses. The only thing that needs to be done is to stop stores selling 18-rated games to kids. If they ban these titles because of these people then it really would be a world gone mad. If I smashed into other cars while driving, could I blame *Burnout 3*? If I became an arsonist, could I blame *Spyro The Dragon*? Some people need to take a reality check.
Charlie, Somewhereorother

Please become an arsonist and blame it on *Spyro The Dragon*. We'd pay good money to be in court for that. (Note: arson is bad, kids. No. BAD.)

PETER PARKOUR

►**Dear PSM2,**
Me and a friend had a momentous idea – a game based on Parkour, or Free Running. The underground extreme sport where people jump about rooftops. Imagine twinning the controls of Tony Hawk's with it – running to a wall and pressing Ⓐ, moving the analogue stick in a circle and pulling off a 360 degrees jump fakie. You may think this sounds crap, but please give me some constructive criticism as I am currently developing the level design. Please, please get back to me.
Neil, Warrington

Ah, well – we don't think it's a crap idea, Bilal. It's a fine idea. So fine in fact that – and we hate to break this to you – Eidos have a game, tentatively titled *Free Running*, in development for PSP as we speak. Still, if you hurry you might beat them to the shop shelves. Quickly, though... Is it ready yet?

TONY HAWK: Take *Tony Hawk's* game engine, make a Parkour game. Good idea or not?

writers also working for another magazine?
Oliver Thompson, Northants.
Because they get paid more. And because they're turncoats.

ONLY A GAME

Why don't all the companies who make games make a game together?
David Wood, Middlesex
Because they hate each other.

PENIS ENVY

Someone had this obsession with dicks.
Lucien Bell, Banbury
Best call a private dick.

QUITE MAD

Sony are releasing PS3 four years too early if you ask me.
Alex Allen, London
No. You're wrong.

ALL RELATIVE

I am not any relation to President Nixon.
Doug Nixon, email
No, but Milf's a distant relative of Rolf Harris.

ANAL PROBE

I won't bore you with anal prodding.
Darren Hopper, email
Anal prodding is many things, but boring certainly isn't one of them. Trust us.

ANIMAL MAGIC

Snake meets creatures from South America and Mexico in a square meter radius.
Robert Burgess, Newcastle
Such are the benefits of a modern multicultural society.

LEMON DROPPED

Next week I will be airdropped into Korea.
Azz Wallis, email
Sounds like a good Korea move. <dies>

Letters

THE LOUDEST VOICES IN THE PS2 UNIVERSE

PLASTIC (ALM... *Lego Star Wars* – we liked it, but not that much

GTA? WHAT'S THAT?

►**Dear PSM2,**

HOW COULD YOU GIVE *PES4* ONLY 94%!? EH!? By the way, when will you review *GTA: SA*?

[illegible]

Oh, no! *GTA: SA!* We knew there was something we forgot to review! No, wait... we did review PS2's biggest game in PSM2#56. 99%. Jesus.

TOILET HUMOUR

►**Dear PSM2,**

I was wondering how *Lego Star Wars* only got 78%. That game is a classic! What were you doing while playing – having a shit with your eyes closed or something?

[illegible]

That's a nice image. We tried to ask Nathan if he'd played *Lego Star Wars* while coiling one out but he was in the toilet. With a monitor. And a copy of Lego Star Wars. Hmm...

INNOCENT, M'LUD

►**Dear PSM2,**

When I read your PS3 article in PSM2#61, I was amazed you put "it's our vision of what PS3 could be" – it's not your idea! It was just taken off the internet. There are loads of sites with it on.

[illegible]

Oh, dear. Erm, Matt. Matty-boy. The Mattster. That *is* our PS3 image. We put it on the internet, then other sites took it and put it on their own pages. We lead. *They* follow. Perhaps you might want to, like, read the feature next time?

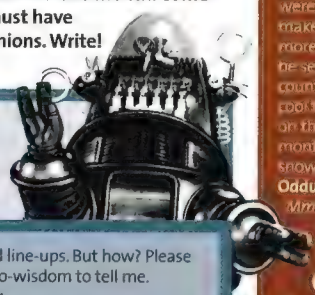
FUTURE PERFECT

►**Dear PSM2,**

I am impressed with the PS3 games. *Metal Gear 4*, *Killzone 2* – looks like a *Halo* beater – *Devil May Cry 4*, *The Getway Online*. I'm very pleased with the games announced so far.

[illegible]

Worryingly, this was nearly the only letter about PS3 this month. Come on, you must have some opinions. Write!



►ASK THE PSM2 ROBO-MIND

Technical question? ROBO-MIND CANNOT BE STOPPED!

DAMN ANDREAS

►Dear Robo-Mind

A serious question for once. My PS2 keep getting a disc-read error when I play *San Andreas* – the mechanism inside just seems to judder, but is perfectly fine with *MoH* (PSone) and most other games. Is it knackered or just on its way out? All hail Robo-Mind!

Andy Illot, email

[illegible]

EXTERMINATE!

►Dear Robo-Mind,

You're just a Darlick wannabe, admit it, you watched super Darlick as a child robot, you ate Darlick co-co pops and taped every episode of Darlick of a feather. YOU ARE ROBO-MIND, not a Darlick. Now go get a robo makeover and rethink your life.

Paul McAllen, Milton Keynes

[illegible]

HIGHLY EVOLVED

►Dear Robo-Mind,

I've heard tell that I can update my copy of *Pro Evolution Soccer 4* to have the correct data for all the current squad line-ups. But how? Please use your infinite robo-wisdom to tell me.

Simon Walls, Whitby

[illegible]

TOO... HARD... STOP!

Why does PlayStation 3 have six USB ports?

John Cranning, Taunton.

[illegible]

grand theft auto San Andreas

RANTBAG

Your letters about the best game in the world. And its competitors...

Familiar Territory

► Dear PSM2,

I rented the movie 8-Mile recently. What a great game that would make. Think about it – it's set in gritty Detroit, and you could start by running errands, like driving across town to escape enemy gangs and rap groups, be it on bikes or hopping in a car and escaping to the safety of your turf. There could even be a two-player battle rap mode where you can take on a mate.

Jack Ridsdale, Worcester

Brilliant. Escaping enemy gangs? They need a name... how about 'the Ballas'? Yes, that's quite good. "Hopping in a car" isn't catchy enough, though – what about 'Jacking'? Excellent. Detroit's not cool enough, though. What about... ooh, San And... no, wait... hasn't this been done before? Fiddly sticks.

Burned Out

Dear PSM2,

I have played all the GTA games to death and thoroughly enjoyed all of them. I am currently working on the genius that is the 'Dreas. But there are at least two things that I would like to add to the next installment. Number one is improved car physics. Meaning that crashing would be more in the vein of *Burnout* than *Micro Machines* which could really make the Destruction Derby mini-games enjoyable (as if they weren't good already) and it would also make crashing in the street a whole lot more fun. Secondly, I would like there to be season changes, since the game counts days played it would be really cool to get different weather depending on the season. Just don't have nine months of winter darkness, rain and snow like we have here in Iceland.

Oddur Thorsteinsson, Iceland

Mmm... Burnout style crashes in GTA? Yes, please. Let's see what GTA PS3 offers... Can't wait.

Cash Crisis

Dear PSM2,

I picked up a copy of *San Andreas* and then messed around for 12 hours beating up old women with blunt objects. I then finished the game in four days. I also discovered hair on my face – great! Oh, and your mag's excellent, but it's not as good as The Life of Jordan's tits. The left one was born in Oxford and his name is Paul.

Cash, Derbyshire

Should the Editor of the Daily Mail be reading this, Cash is not representative of PSM2 readers. We [illegible]

© Kobal

n-gage.com

4 new games to take on

3+ Ultimate fantasy snowboarding in SSX: Out of Bounds

7+ Wipe out your opponents in Worms® World Party

12+ Rescue Momo and fight the darkness in Xanadu Next

12+ Fight to be King of the Ring in WWE Aftershock

Check out N-Gage QD, the gamer's phone. Play serious games. Call, email or text your friends and download cool applications. To find out more, visit www.n-gage.com/uk

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NOKIA
The gamer's phone

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Accelerator

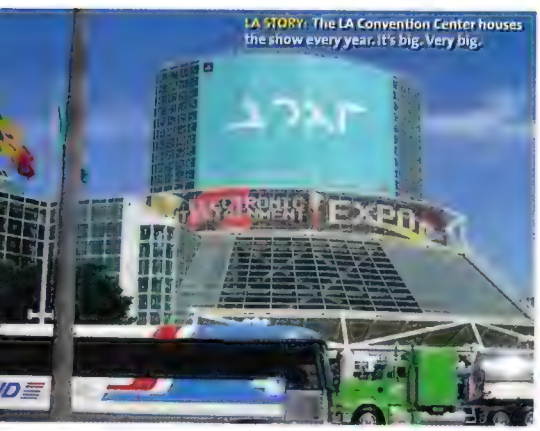
SCANDALOUS GOSSIP, INSIDER DIRT, ZERO BULLSHIT

PLAYSTATION E3

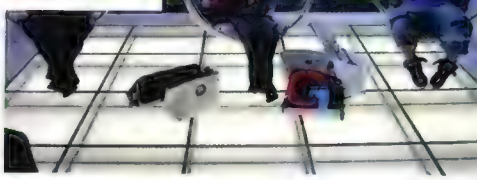
SONY DOMINATE THE WORLD'S BIGGEST GAMES SHOW

Every year, anyone who's anyone in videogames goes to LA to announce, unveil and (best of all) play all the new games for the next year. For PSM2, it's a home away from home. A chance to chat to Hideo Kojima, see Kaz 'n' Ken lift the lid on the latest hardware and soak up the sights sounds and gossip that can only occur at E3 – the biggest games show on earth.

Last month we brought you the first news of PlayStation 3 – reporting live from the unveiling – along with the first heads up on some of the show's biggest games. This month we're going in-depth. Over the next 17 pages we've gone hands-on with our favourite games from the show – the games you'll be playing over the next year. Then, on page 80, we've put together the ultimate PlayStation 3 feature, pulling together every fact from the Sony's pre-E3 spectacular. The future starts here.


LA STORY: The LA Convention Center houses the show every year. It's big. Very big.

TOO MUCH POSSE: Thousands of game-makers and journalists throng through the halls...



E3 TIMETABLE Note to self. Remember: Pants. Socks. Nurofen.

SATURDAY 14TH MAY	SUNDAY 15TH MAY	MONDAY 16TH MAY	TUESDAY 17TH MAY	WEDNESDAY 18TH MAY	THURSDAY 19TH MAY	FRIDAY 20TH MAY	SATURDAY 21ST MAY
Leave the UK, arrive in LA	Get used to day replacing night	Capcom event Activision event Squarenix event Sony PS3 unveiling	Sony Europe event Konami event Ubisoft party Midway party	First day of E3 show	Second day of E3 show Future Publishing party Sony party	Last day of E3 show	Finished! Fly back to UK Sleep like the dead

Any E3 show that produces new PlayStation hardware is always going to be good. Last year we witnessed the unveiling of PSP and this year Sony outdid themselves to show not only the first screenshots, technical demos and *even games* from PlayStation 3 but they even had a final casing design and all-new Spider-Man-inspired logo. No-one had expected them to go this far, but the small matter of Microsoft unveiling their Xbox 360 (due this Christmas) at their conference scheduled to take place just a few hours later, had obviously driven them to pull our all the stops.

The only downside to this year's event was that after all the excitement of the PS3 unveiling there was little to report in terms of fresh new PS2 and even PSP content. Sure, the games we saw looked great (in particular the likes of *Tomb Raider* and *Black* which both take the PS2 about as far as it can go) but these were games that were announced months ago – merely seeing them turn out to be as good as we'd expected just isn't surprise enough. Seems that, as we'd suspected, may of our favourite developers have already made the jump to PS3.

And as for PSP, it means something when the most exciting and playable game on display is a conversion of a two-year-old PS2 game (*Virtua Tennis 2*). The 'second wave' of PSP is yet to materialise, but perhaps we're being too greedy. Let's remember that the machine isn't even on sale in the UK yet! Fortunately PSP's 'next-level' bacon was saved by the first glimpses of *GTA: Liberty City Stories*. Flip to page 34 for the lowdown.

PSM RECKONS *Another great show and another reason to feel glad that you own a PlayStation. Let's just pray that our favourite developers can keep pumping out the quality PS2 titles while we wait for the Christmas 2006 PS3 launch.*

BUZZWORD BREAKDOWN

Because there's a lot of crap spoken at E3. Here's just a few of our favourite new ways to waste

Verticality, *ver'tick-ally'tea,* a.
Making use of vertical space in games. Watch out for much 'verticality' in *Marc Ecko, Shrek Superslam, Tomb Raider Legend.*

Leveraging Key Franchises, *lev-arr'id-jing-kee'fran'cheye-zez,* a.
Milking cash from old game series. Look no further than *Tony Hawk's American Wasteland, Final Fantasy 7: Crisis Core* and *Jak X Combat Racing.*

Ragdoll Physics, *rag-dol'fizz-icks,* a.
Making people fall over properly. Everyone loves their ragdolls this year, especially *Black, George A Romero's: City of the Dead* and *Starcraft: Ghost.*

San-ing, *sa-ning,* a.
Calling anyone Japanese [surname]-san. Yeah, very clever mate. Ooh look at me I can speak Japanese and everyfink!

Genre-busting, *jan're-bus'ting,* a.
Combining genre's that we previously perfectly happy apart. Anyone fancy a "massively multiplayer online strategy fps"? (*Planetside* on PC).

PSM2'S CLASS OF 2005-2006

Of all the games/things we saw these impressed us most:

BEST EXPLOSIONS!

BLACK: Lob grenades through skyscrapers and blow out all the windows. It's Max Panel (Sorry.)

BEST SEQUEL!

HITMAN: BLOOD MONEY: Still breaking boundaries. And legs.

MOST SURPRISING NO SHOW!

DRIVER 4: Come on fellas, don't be shy.

BIGGEST SURPRISE!

PLAYSTATION 3: Sure a technical demo or two, but all those games. Jesus!

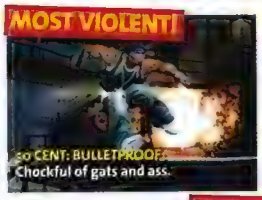
MOST ORIGINAL!

BULLY: It's a crazy idea that only Rockstar could pull off.

BEST PS2 GAME!

TOMB RAIDER: LEGEND: They've fixed Lara and we love them for it. Lots more on page 76.

MOST VIOLENT!



50 CENT: BULLETPROOF: Chockful of gats and ass.

FASTEST ON SHOW!

BURNOUT: REVENGE: Looks better than *NFS* on Xbox 360.

BEST PSP GAME!

VIRTUA TENNIS: Quite simply brilliant pick up and play action.

THE PSM 'HATS OFF' AWARDS

For services above and beyond the call of E3 duty. Comedy cardboard top hats go to:

EA's massive circular screen
The best way to show off your games. This wraparound screen let you see action from Burnout Revenge etc from ahead, behind and the side. It's the future.

The Criterion Men
For demonstrating the brilliant Black with boundless enthusiasm. Every half hour. For three days.

Atari's E3 Oasis
A quiet, cool oasis in the centre of a hurricane.

Rockstar's Bus Station
The ultimate 'anti-show' stand. They even put a frikkin' wire fence around it to stop people from getting in.

Sega's Next Gen Video
For having demos of their hits all ready to rumble on PS3.

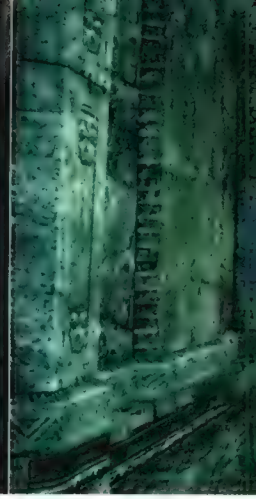
Sony
For inventing a machine that'll make you buy all your movies again (on Blu-ray disc) and replace all your tellies. Someone is very smart.

Call of Cthulu: Destiny's End
We love it when a great new game pops up and surprises us.

Nerd Couples
New for 2005! Massive chapeau to all the nerds with girlfriends in tow we saw this year. Are more girls becoming more interested in games or are nerds just getting more persistent?

SHOOT OF THE PROBLEM: Lara bounds around clearing a zone of snipers and traps.

ROPEY OLD BIRD: Lara's new magnetic grappler lets her attach to scenery and pull it or swing from it via a rope.

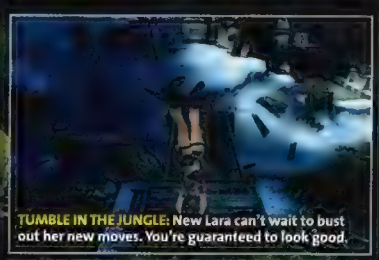


Developer: Crystal Dynamics | Publisher: Eidos | ETA: Winter

TOMB RAIDER: THE LEGEND LIVES ON

AKA why *Tomb Raider Legend* was our favourite game of E3.

T*omb Raider Legend* was our favourite game of E3 – and we never thought we'd be saying that. But it seems that fixing the '*Raider* has actually been simpler than any of us could have imagined. First of all, they've put Lara back in the tombs of the title. Secondly she looks waaay better than ever before (after all she's the star, they reason, and have doubled the amount of polygons used to show her off). And, finally, everything that was broken is now either removed (no more chatting on Parisian streets) or fixed (the controls now actually make sense).



TUMBLE IN THE JUNGLE: New Lara can't wait to bust out her new moves. You're guaranteed to look good.

First thing you notice is that everything looks great. There's a very state-of-the-art softness to the PS2 visuals. Distances blur away while close edges look rounded and natural. Detail is off the chart compared to previous games. You can now actually see Lara's guns and equipment jiggle on her utility belt (toss a grenade and it'll disappear from her belt) her hair sways and she actually runs like a *real live girl*. Try it. Leave the pad alone and fly the camera around with the right-stick and she'll stretch and limber up, adjust her gloves and generally look like you always imagined she should (but never actually *did*).

And this time she's smarter too. "In fact she's actually smarter than the player," explained the Crystal Dynamics programmer guiding us through the demo. "She knows what you want to do." And, to prove a point, he sent Lara leaping off a ledge diagonally towards a cliff, something that would have resulting in a painful rebound and leg-snapping doom in previous games. This time, however, she turned and grabbed a ledge as she flew by – all without us lifting a finger. "There's no more of that lining up, then taking two steps back now." Impressed? We could have kissed him. And very nearly did.

Clambering up a huge rock face (in classic early *Raider* style) was a joy to behold. Lara instinctively knew what we wanted, her head turning to look for the next ledge, the camera dropping and looking up to show us the best route ahead. It's like she's telling you what she's going to do – then you either let her or make her try something different. It feels incredibly natural and it works. In comparison, previous '*Raiders* have felt like manoeuvring a five-foot-nine sausage puppet up Everest. And the rocks and slopes are more natural than ever (there's no block structure any more) and the levels are huge, just like the old days – in fact there's no loading at all apart from the first boot-up, as the game streams in the scenery as you play. Genius.

Cool new stuff? How about the 'personal light source' (i.e. torch) that automatically comes on when you enter dark areas, making cavern exploration just the right side of tricky. And watch out for the new magnetic grappler, a rope that Lara can fling to attach to things, allowing her to swing across chasms or yank scenery around. Practically everything can be interacted with now, complete with tumbling and smashing physics, and getting across the level is now less a matter of working out what the designer had in mind (if they had any idea...) but by using and playing with the scenery and objects laid out before you – and *having fun*. Turning a wheel to 'power up' the tomb's entrance could be done by climbing up there, using the grappler, blowing up a column to bash the wheel or swinging and kicking over a stone column. The choice was ours and, despite the 'toybox' feel, the end result is pure *Tomb Raider*.

PSM REckons *We just want to play more. The new team tell us that their main objective was to create a* Tomb Raider *ten years on from the first game – like* TR2 *onwards never happened. What would that game be like? We'll tell you – it'd be exactly like* Tomb Raider Legend. *Lara's back, and all is forgiven. More next month, all being well.*

SPIKE TYSON: Keep swinging and you'll gain the momentum to leap across this pit of bum-harming nails.

Developer: Sony Publisher: Sony ETA: Autumn 2005

SHADOW OF THE COLOSSUS

Beautiful? Yes. Exciting? Um... Aw, look there's a horse! Bless.

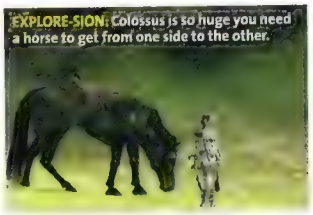
Regular readers will know of our love for *Ico*, the criminally under-appreciated action adventure game starring a boy with horns and a girl who – try as she might – just can't *quite* make that jump. (Don't own a copy? Go find one now.) *Shadow of the Colossus* is the unofficial sequel and at E3 we finally got to play it. First impressions? Well, It's great... ish.

OK, so it looks gorgeous – massive amounts of sun-bleaching, amazing animation and stunning, *impossible* buildings and scenery – but that frame-rate. It's a bit choppy at times and, by opening the game out to a huge world populated by roaming Colossuses (Colossi?), they've taken away the intense 'how do I escape?' focus of the first game.

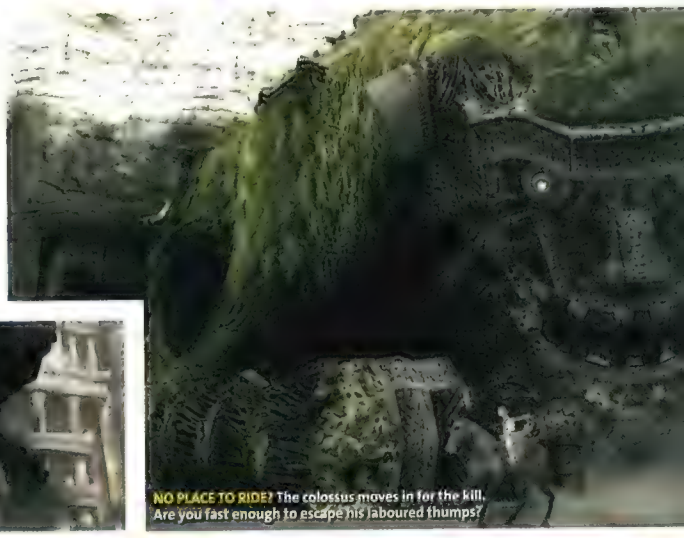
The demo we played involved an awful lot of roaming around a featureless plain looking for a climbable bit of rock. After an *Ico*-like climb up a hill, we finally spotted a Colossus in the distance... and then spent five minutes catching up with him.

By holding up your sword you reveal his weak points (with a strangely flickery icon) and from there it's a matter of climbing up his leg to attack further fragile areas around his head and torso. It's bizarre and original – but we found the experience strangely empty after our fond memories of *Ico*'s tightly-plotted puzzles.

PSM RECKONS *Maybe the demo version was just a dull bit. Maybe the combat gets more involving and challenging. Maybe we're just comparing it to Ico too much. Whatever,* Colossus *is gorgeous, ingenious and fearsomely original. But will that win it any friends in a country where* FIFA Street *topped the charts?*


EXPLORE-SION: Colossus is so huge you need a horse to get from one side to the other.

YOU'VE GOT SCALE: It's all about tiny (and agile) versus massive (and blundering).


NO PLACE TO RIDE? The colossus moves in for the kill. Are you fast enough to escape his laboured thumps?

LET SADDLE COMMENCE! Use your faithful steed to keep up with the maurading giant.

Developer: Reflections Publisher: Atari ETA: Summer 2006

DRIVER 4: IT'S REAL!

A return to driving roots around photorealistic New York.

Last month we gave you the first news of Atari's *Driver 4*. This month we can *officially* tell you of its existence. Anything else? No, not really...

Atari surprised everyone by NOT revealing *Driver 4* at E3. But no sooner had the PSM2 Learjet touched down at Bath International than they issued a statement saying that, yes, there would be a sequel to *Driv3r*.

They're calling the game *Driver 2006* (yup, not out this year then) and – according to Atari – "the brand will return to its gameplay roots with a highly sophisticated, adrenaline-pumping car chase AI and unprecedented vehicle dynamics and physics. The new game is set in a photorealistic interpretation of New York City, features a seamless open mission structure integrated around a central storyline."

So, it's out in 2006, its on PS2 and there's a lot of driving in it. Let's see if we can make a few more predictions about the new game...

PSM RECKONS *We like* Driver *and, even though* Driv3r *veered off target, we wish them well with the sequel. If they stick to perfecting the driving (imagine proper GT4-style depth of handling and physics in a huge real city...) and forget trying to better GTA, we'll be happy.*

WHO'S IN CHARGE

Developers Reflections are still very much at the controls, despite the creator of *Driver* (and Reflections boss) Martin Edmondson leaving the company to pursue new projects. Martin's second in command (and brother) Gareth is now heading up operations with a revised team – and with a 2006 release, it sounds like Atari are giving them plenty of time to make it extra special.

ONE CITY: TWO TIME PERIODS

Yes, there's only one city (as we predicted last month) in the game, but we hear that extra mileage may be gleaned by using an old (or future) New York alongside the modern interpretation. Imagine a Pulp Fiction-style plot that leaps around a timeline. Could be interesting.

TANNER? FORGET IT

Mr Potato head is as dead as dauphinoise. So who's the new character? Your guess is as good as ours but we'd bet our badgers that it won't be anyone who's appeared in previous games – especially *Driv3r*. Atari are being careful to distance the new *Driver* from their flawed previous effort.

CAN YOU GET OUT OF THE CAR?

Let's go balls-out and predict you WON'T be able to get out of the car. That stuff about "returning to its gameplay roots" suggests it'll be all about driving with none of the 'on foot' bits they've never been able to pull off. If they do what they know best (car handling and physics) it'll be a winner.

AND THE NAME IS...

Driver 2006 sounds like a place-holder name. Surely after the 'genius' titling of *Driv3r* there's an *even more* obvious option this time around. It's got to be *DrIVer* hasn't it? Geddit? Roman numerals for four? Or were they that shaken by *Driv3r* that they want to hush up any connection? Sod it, we're calling it *DrIVer* from now on, anyway.

DRIVER

HELP! MY NOTEPAD'S ON FIRE!

In fact we were so impressed with *Tomb Raider* that we scrawled three pages of near-illegible notes as the new features or reputation-fixing tweaks piled up. Here's an at-a-glance guide to everything that caught our eye.

Toby Gard back in charge.
Amazing 'soft' blurring effects.
Fantastic new grapple gadget.
No more lining up jumps!
Lara has double the poly count.
She's smarter than the player.
Reaching and stretching for handholds
The jiggling equipment belt.
The smashable scenery.
A return to 'raiding' of 'tombs'. At last!

Developer: IO Interactive Publisher: Eidos ETA: September 2005

BLEEDING LAS VEGAS

Hitman gets smarter. And richer.

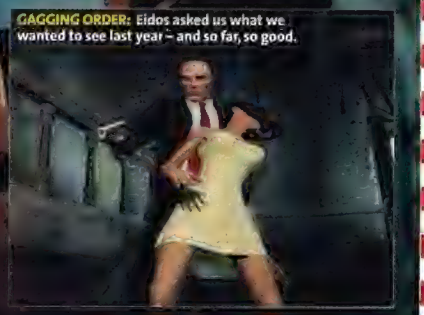
We've always had a soft spot for cuddly old Agent 47 and *Hitman: Blood Money* (the first proper sequel since *Hitman 2*) has made us love him even more. It's all about the cash these days and your mission is to travel the world offing indiscriminate bad guys and amassing a vast personal fortune.

Previous games, while dazzling in their freedom to play however you want, have been less than forgiving. Getting through a Hitman level has always had more than its fair share of trial and error moments, with a 'quit and restart' often only an 'accidentally strangled chef' away. New Hitman maintains the freedom to do a job however you want, but gives you plenty of chances to put right a bungled mission as you play. Get spotted by a bad guy? Now you can actually run and catch them and take them out before they have chance to spread the word. There's a lot more disguises and

[illegible] Where did the [illegible] go? Ah. Pint of [illegible] don't mind if I do.

There are 13 new levels in the game (precise locations still currently secret) but the Las Vegas level we were shown acted as a great showcase for much of what we can expect. 47 now puts his gun behind his back automatically as he passes hotel guests in the lobby (no more unnecessary shrieking). He can choose to open doors or climb in the back through windows. Fumbled a shot? Run up and garrotte them. Want to work like a pro? Scale the elevator shaft and go in quiet. In a hurry? Put a bomb in a suitcase, swap the cases and do the job messy-style. Like Eidos stablemate Ms Croft, Agent 47 only wants to help.

PSM RECKONS *Hitman always was a bit of a chore at times. The new, more flexible, friendlier face of the world's favourite murderer is a welcome change. Look out for a brand new foolproof training level that'll better teach you all [illegible] before sending you [illegible] death.*



GAGGING ORDER: Eidos asked us what we wanted to see last year – and so far, so good.

Developer: Shiny Publisher: Atari ETA: October 2005

MATRIX: THE PATH OF NEO

SPLITTING DISTANCE: Don't worry – Neo does that automatically.

Have Atari found The One? As the Oracle says, it's all a matter of perspective. And lots of button mashing.

There are two schools of thought: A) All you're doing is mashing the buttons and cool stuff just *happens* (Editor Dan G cleared up a roomful of guards without looking at the screen) and B) Who cares? It looks sensational, you feel *cool* and can somersault over guards in bullet-time while stealing their weapon and kicking people in the face. Basically, it's *Enter the Matrix*, but with cooler characters, scenes and moves, but no rubbish driving bits.

The Lobby level pits you as Neo, assisted by an AI powered Trinity, against a roomful of guards. All you need to do is run up to a group of guards, mash Ⓐ, Ⓞ, and L1 (the Focus mode), and Neo starts twirling them round like yo-yos as the camera pans in sexy slo-mo. There are cool touches, like Neo discarding spent guns in mid-air, or back-fisting <cough> an enemy while holding another in a headlock, but you can't escape the feeling that the context-sensitive attacks are scripted and vaguely skill-free. The camera's prone to wobbling, too, and the frame-rate occasionally flutters – bullet time, eh?

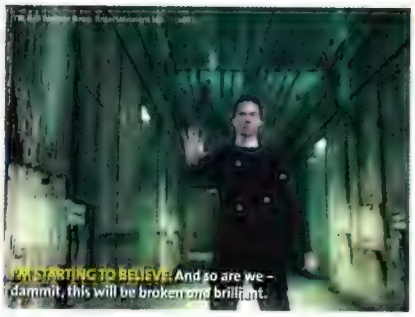
Still, the chattering bullet trails, fluid animation and scenery deformation's technically impressive (pillars shatter in real-time, and enemies 'leak' code) and you can't deny the allure of *being* Neo, especially when the game lets you relive epic scenes like the 800 agent burly brawl or daring skyscraper rescue of Morpheus.

PSM RECKONS *We love being Neo – sorry Niobe – and are 'intrigued' by the new Wachowski-approved ending which surely improves on the cop-out sequel-beckoning conclusion to Revolutions. Er, right? On the flip side, it's still woolly, repetitive and possibly two years too late. Office opinion is split – but we'll be upbeat if they capture the essence of the key scenes, which, so far, they have with aplomb. It's the opposite of DMC3 – moves don't require split-second timing and rarely feel as rewarding, but you always look cool.*

POLES APART: It's everything that was right about the first game and a whole lot more.

DODGE THIS: Let's face it – the [illegible] bodyguard virtually was a game [illegible]

TM & © Warner Bros. Entertainment Inc. (s05)



I'M STARTING TO BELIEVE: And so are we – dammit, this will be broken and brilliant.

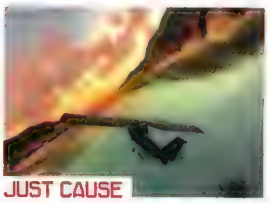
Accelerator extra

FINAL FIGHT: STREETWISE

Capcom's colourful arcade side-scroller becomes a gritty 'urban' brawler, but don't let that put you off – it's simple, playable and the levels are *full* of stuff to wrap around your opponent's head including pool cues and bottles. Might be OK.

CALL OF DUTY: BIG RED ONE

More authentic WWII action, this time revolving around a legendary infantry unit (the titular Big Red One) as they fight their way across the battlefields of Africa and Europe. It looks *remarkable* for a PS2 game.



JUST CAUSE

Eidos' free-roaming action/adventure is set across 1,225 sq. miles of dense jungle and a vast, populated urban sprawl. Expect driveable cars, boats and planes, gorgeous visuals and a *GTA*-style flexible mission structure.

GUN

THUG creators Neversoft have 'revealed' their new FPS project, the preposterously-titled *Gun*. Little to nothing has been divulged as far as gameplay goes, but rumours suggest that it'll be set in the Wild West.

COMMANDOS: STRIKE FORCE

Top-down RTS series *Commandos* gets a 3D makeover and becomes an FPS, but thankfully, the unique class-based gameplay remains intact – get one up on the Krauts as, among others, an engineer, sniper or green beret.

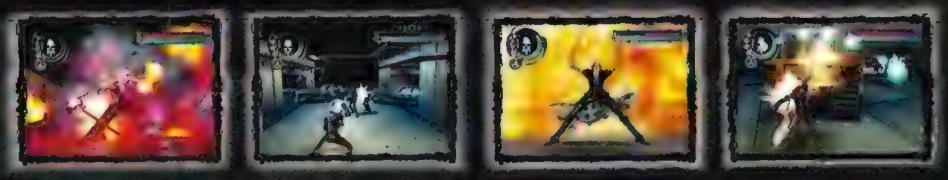
UNDEAD AND UNSTOPPABLE.

Killing isn't just a skill – with Gungrave it's an art form.
- NEO

GUNGRAVE: OVERDOSE IS A HIGH-OCTANE SHOOTER WHERE EVERYTHING IN SIGHT IS YOURS FOR THE TAKING. CHOOSE BETWEEN THE WRATHFUL SWORDSMAN JUJI KABANE, THE RELENTLESS ROCK STAR ROCKETBILLY REDCADILLAC OR THE UNDEAD HERO BEYOND THE GRAVE.

GUNGRAVE
OVERDOSE

FEATURING THE AWESOME CHARACTER DESIGNS OF JAPAN'S LEADING MANGA ARTIST, YASUHIRO NIGHTOW (THE TRIGUN SERIES).



play it

PlayStation 2

Accelerator

SCANDALOUS GOSSIP. INSIDER DIRT. ZERO BULLSHIT

Developer: Rockstar Toronto Publisher: Rockstar ETA: September 2005

THE WARRIORS

The 70's movie classic lives large on PS2.

While at its heart lies the DNA of such games as *Double Dragon*, *Streets of Rage* and *Final Fight*, The Warriors goes above and beyond familiar 'brawler' territory thanks to your ability to order your gang around. It works a little like *Conflict Desert Storm*, with simple D-pad pushes directing your gang mates to protect you, stay, go on ahead or smash up anything and anyone in sight.

In the demo we saw, giving your guys a simple command of 'Mayhem' while outside a store prompted them to smash the windows, climb inside and nick anything that wasn't nailed down. Watch out also for team-up moves during combat where one character will hold a struggling enemy for you while you get nasty.

There's a massive amount of destructible and usable scenery too. Bricks make ideal weapons and keep an eye out for any baseball bats rival gangs might drop. Mission-wise, like the movie, it's a matter of getting across New York, back to your home turf, in one piece. While there's plenty of freedom to play each area how you want, you're channelled along a pathway of action, rather like previous Rockstar stablemate, *Manhunt*.

NIGHT SLAP: Meet up with (and brutally slay) rival gangs on your way back to safety.

PSM RECKONS *It looks great – some of the sharpest graphics we've ever seen on PS2 and the gameplay is fun, exciting and surprising. One of the few E3 games that literally kicked ass.*

Developer: Headfirst Publisher: Hip Interactive ETA: Winter 2006

CALL OF CTHULU: DESTINY'S END

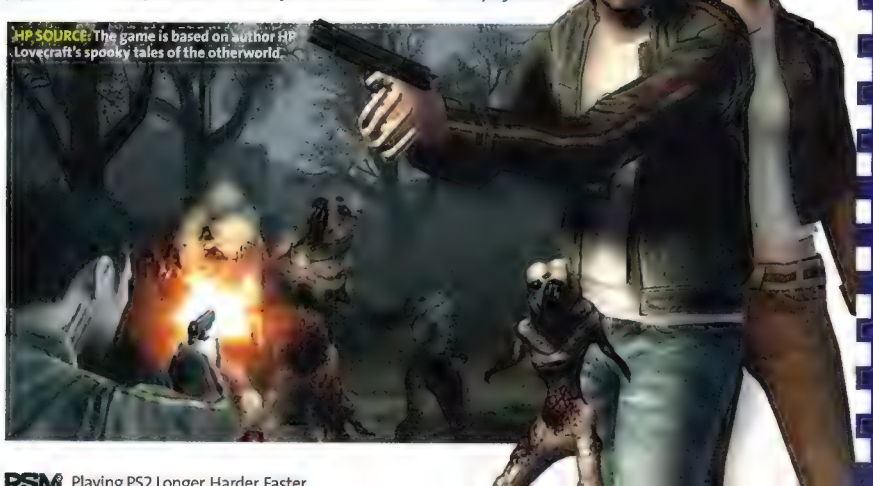
Horror has a new name. And it's pronounced 'cuth-oo-loo'.

This was nestling at the back of Hip Interactive's E3 stand and provided PSM2 with pretty much our only shock of the show. It's a mixture of *Silent Hill* and *Resi* with a two-player mode that's so innovative that it's a miracle that no one has thought of it before.

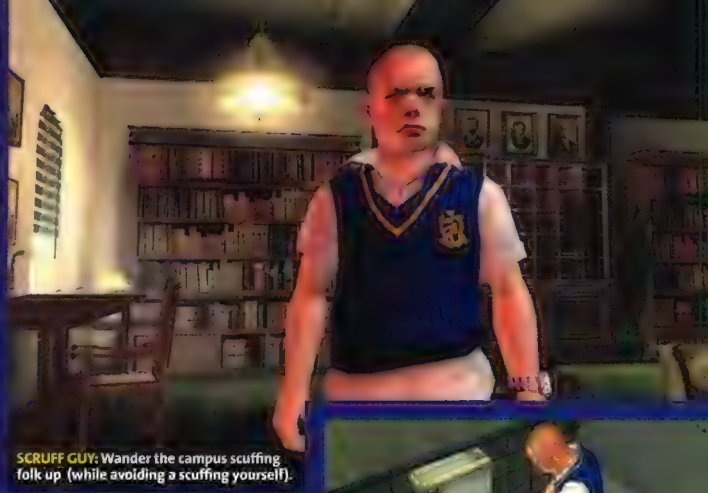
You control two characters and can switch between them at any time. The game AI takes control of whoever you're not controlling. We watched the male/female team help each other over fences, press switches to open doors and distract the haunted woodland's zombie inhabitants while our buddy shot the crap out of them. So far, so good – there's a definite *Resi 4* influence in gameplay and graphical style here too, which is no bad thing.

The clever bit comes when you plug in a second joypad. The screen splits into two side-by-side windows (looks great on a widescreen TV) and two players can take control of a character each. One of you needs to nip out? Just take out the pad and the game switches back to single player plus AI mode. And you can play the whole game with a buddy – just plug in a pad.

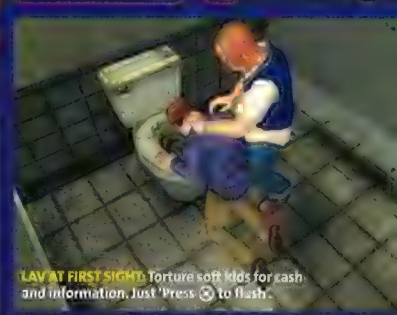
PSM RECKONS *Graphically it looks as sound as any game from any major developer (it's by small UK outfit Headfirst) and the two-player co-op play is clearly a well thought out integral part rather than the hasty add-on we so often see. We can't wait to play more.*



HP SOURCE: The game is based on author HP Lovecraft's spooky tales of the otherworld.

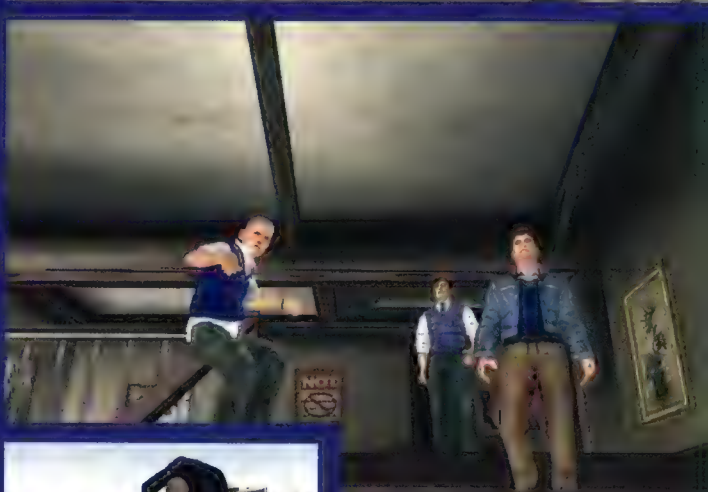


SCRUFF GUY: Wander the campus scuffing folk up (while avoiding a scuffing yourself).

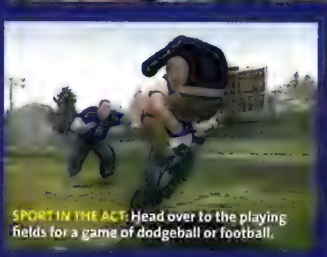


LAV AT FIRST SIGHT: Torture soft kids for cash and information. Just 'Press ⊗ to flush'.

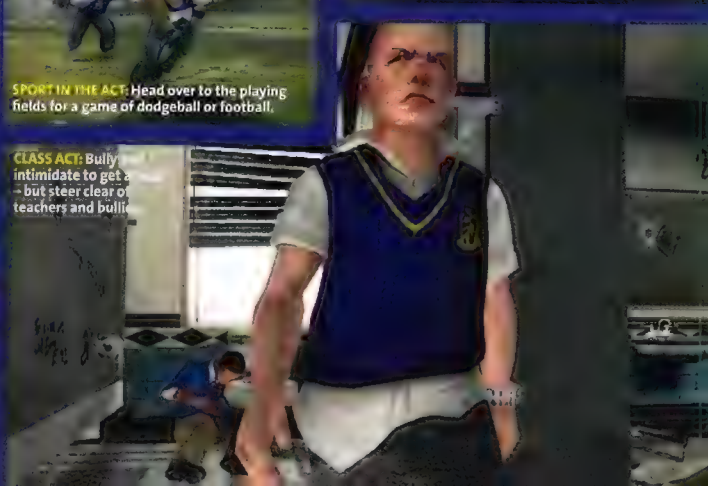
SWING STAR: Jimmy dishes out tough love to one of the nerds outside of the campus gates.



BAN(NISTER) THIS SICK FILTH! It's a new game, but there's plenty of *GTA* similarities.



SPORT IN THE ACT: Head over to the playing fields for a game of dodgeball or football.



CLASS ACT: Bully intimidate to get a → but steer clear o teachers and bulli

Bully's 'hero' Jimmy Hopkins is here to stir up some trouble.

Developer: Rockstar Vancouver **Publisher:** Rockstar **ETA:** October 2005

BULLY FOR YOU

Rockstar goes back to school with their playground sim, *Bully*.

What a brilliant idea. Make a game set in a school that lets you intimidate teachers, beat up soft kids, steal lunch money and generally do all the things you can't quite do in real-life. And if that 'fantasy made real' gameplay sounds familiar it may be because Bully is the next game from Rockstar, the creators of *Grand Theft Auto*.

You play young Jimmy Hopkins at the Bullworth Academy, a vast sprawling college campus filled with countless places to get up to mischief. A map keeps you informed of your next objective, but it's pretty much up to you how to spend your day. Go to lessons, run errands, or just run about intimidating fellow pupils while avoiding the attentions of teachers and other bullies.

Much of the gameplay is fight-based and *Bully* has a wide-range of thumping, kicking and grappling moves that can be tossed out with combination button presses. If anything, the fighting has an almost *Def Jam* quality, concentrating on big sweeping body moves that really give you a sense of impact. This fits in with the game's just-under-the-surface sense of humour – the part where you can grab a hapless schoolmate, stuff his head down the toilet and be given the option to 'Press ⊗ To Flush' can't fail to raise a smile.

The level we saw involved you being called to see a teacher, who gives you the bizarre task of destroying another pupil's 'pet' plant. But over in their house building, the snootier enemy kids don't want to give up the plant without a fight...

Graphically it looks brilliant, obviously sharing technology with *San Andreas* but, if anything, looking even sharper and smoother. The Jimmy Hopkins character himself is brilliantly realised, being just the right combination of thuggish brute and – importantly – lovable rogue. Remember, you're going to be receiving just as much bad treatment as you're going to be dishing out. But we had just one question before we had to leave – "Can you get off with girls?" "Yes." Suh-weet...

PSM RECKONS *The game is going for a 12 certificate, so the action never reaches GTA levels of outrage but, in terms of freedom, story and action, it's remarkably similar – ie, absolutely brilliant. If you're under 18 and haven't had the pleasure of 'Dreas yet, then your prayers have just been answered.*

GTA vs. BULLY

While a thoroughly original and inspired idea for a game, we can't help but notice a few similarities with another of Rockstar's games...

Accelerator extra

SHADOW THE HEDGEHOG

Looking very similar to last year's *Sonic Heroes*, this looks like classic *Sonic* but with added 'attitude'. There's lots of running at high speeds, huge loops, bouncing around giant pinball tables and shooting things to bits with Shadow's pistols.

BUZZ! THE MUSIC QUIZ

Fun-but-a-bit-slow trivia game *Buzz!* comes with a set of actual game show buzzers so you and the family can answer questions just like you're on TV. Should be a laugh, especially at Christmas. Get your nan involved.

EYETOY KINETIC

Has playing videogames turned you into a whale-like freak? Then now's the perfect time to get up and work off that unsightly gristle. *Kinetic* is a workout game that'll keep you trim and fit. If you can be bothered.

MARVEL NEMESIS: RISE OF THE IMPERFECTS

Using the *Def Jam* engine, this beat-em-up features the likes of Wolverine and Spider-Man against a group of EA-designed enemies, The Imperfects. It looks good, but how will it play?

TAXI DRIVER

Based on Martin Scorsese's gritty thriller, this is... well, it's a very silly-looking action game with Bemani execution sections. Basically, it looks a dreadful, shameless abuse of a license that should've been left well alone.

■ **Developer:** Konami TYO ■ **Publisher:** Konami ■ **ETA:** November

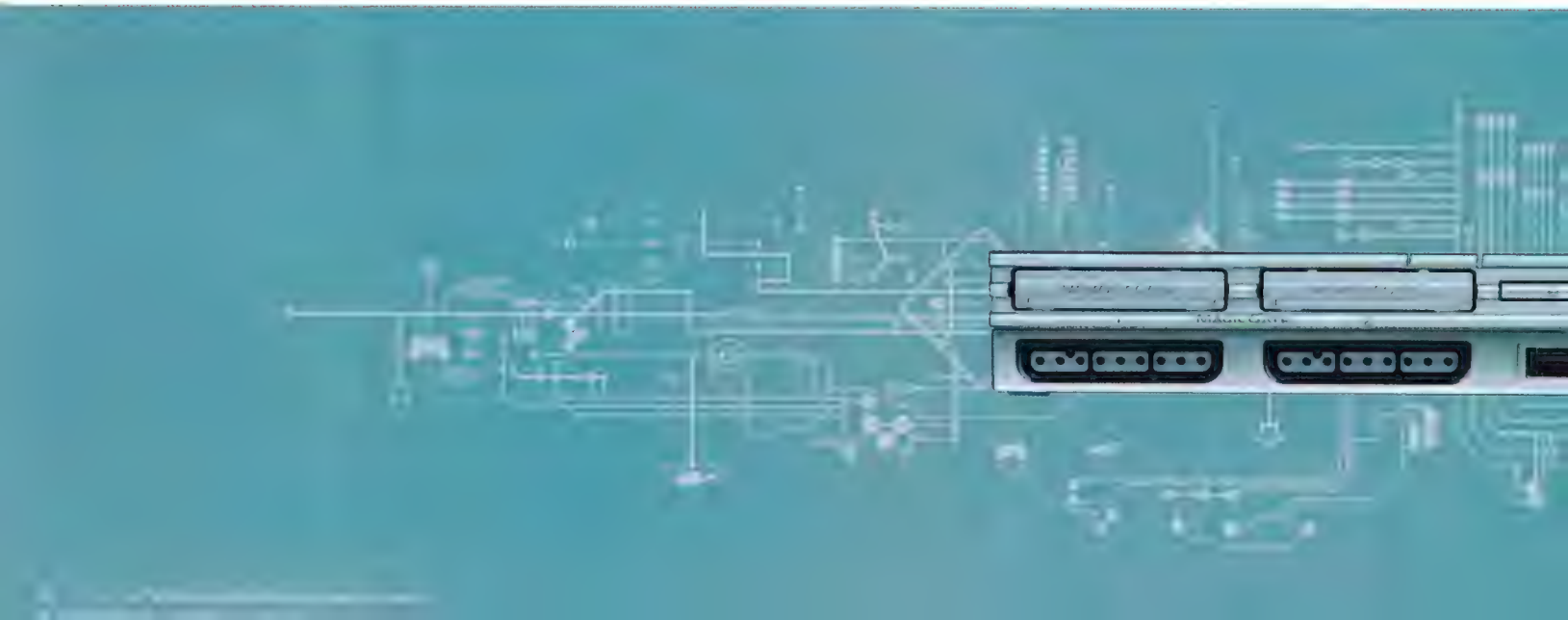
PRO EVO 5

Second Top? Nippon Challenge Go for 2006? *Snow*? That's the 'hot' news in the Japanese version of *PES5*.

If you're not familiar with Shunsuke Nakamua – the Japanese 'star' of *Winning Eleven 9* – then Chelsea skipper John Terry's happy mug (pictured right) is good news indeed. He's been confirmed as the UK face of *PES5* – the UK version of *WE9* – and *rumoured* to be sharing promo duties with last year's star, Thierry Henry. Good news – Terry's (and Thierry's) a massive *PES* fan, organising regular tournaments with his team mates, and even ducking in to say 'Hi' during last year's Media Cup (a *PES* tournament for games journos) held at Stamford Bridge.

PES5? Uk details aren't confirmed, but the Japanese version promises two new positions, Second Top (the Paul Scholes' second striker role), and Wing Back (think Ashley Cole). New weather conditions include snow (white pitches and orange balls), while condensation will form on players' breath. Master League will be improved, with new Player Development curves, and attributes for motivation. The Japanese version will feature a 'Go for 2006' mode, which lets you steer the Japanese national team to the World Cup (sadly, it seems unlikely for *PES5* given that *FIFA* base an entire game around qualifying for the tournament). Online play is 99% *certain* for the UK, with the possibility of using your Master League side, and playing co-op with a mate against a rival. New player stats (so Petr Cech isn't rubbish like in *PES4*) and player-specific animation frames (like Ronaldinho's flik flak from *WE8: LE*) are in the bag; plus increased player physicality, new fake chipped shots and tackle momentum.

PSM RECKONS *As we write, we're literally waiting for the first PES5 shots – but with two hours to deadline, we won't have the scoop until next issue. We're not massive Terry fans (being non Chelsea), but he's a top feller and great signing. Plus, he actually loves the game.* PES5, *obviously, will rock – and we'll have the first hands-on next month. We can't wait.*



Developer: Capcom Publisher: Capcom ETA: November 2005

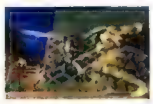
ONIMUSHA: DAWN OF DREAMS

Fans won't like it – but *'Musha*'s turning into a glorified slash-em-up populated with cabbages.

Being mean, *Dawn of Dreams* reminds us of the dusty copy of *Cruel Intentions 2: Manchester Prep* in our local video shop. You *know* it's a sequel to something you liked, but can't help wondering who approved it and, more importantly, why Sarah Michelle Gellar's been replaced with Amy Adams. Same here – impossibly cool samurai hero Akechi Samanosuke's been replaced with bunny-eared boy-band reject Soki, while *Onimusha 3*'s Jean Reno has given way to – wait for it – a baby-faced cabbage on a string. On the bright side, *Dawn of Dreams* might lack the dizzying sense of exploration, B-list Hollywood talent and incredible CGI of its predecessor – but *almost* makes up for it with punchier combat and an deep RPG upgrade system.

In short, it's Capcom's attempt to make a worthy rival for *Dynasty Warriors* – combat heavy, with against-the-clock mini-games and multiple upgrades (for basic attacks, finishers, magic, head blows etc). The game opens with a dazzling battle against a screen-size demon, with EA-style on-screen attack prompts and filmic scenery shattering split-second cut-scenes. The action settles down, as Soki explores a faceless village by rubbing against scenery, wrestling with his mysterious past, taking advice from the hanging cabbage baby (a young relative of the prune-faced Dark Realm guardian from *Onimusha* perhaps?) and jostling with eventual ally, female warrior Jagyu Jubei – surely a relative of *Onimusha 2*'s eponymous hero.

PSM RECKONS *The incredible* Onimusha 3 *didn't sell (at least, not enough to recoup it's Hollywood-style development budget) so it looks like Capcom are trying to copy the streamlined, combat heavy-style of* Dynasty Warriors *– which, despite being exactly the same for five years, still shifts a million copies in Japan. Fans will adore the new Issen attacks (a deadly, time-dependent, multiple enemy-lacerating counter combo) and complex upgrades, but it all feels less* important *– with fuzzier CGI, less charismatic heroes and, initially at least, a reduced feeling of scale. Time will tell.*



ISSEN SHE LOVELY: A well-timed strike can disable a screen full of enemies.

GENMA OF THE STATE: The original hat-wearing Onimusha baddies return.

Developer: Sega Publisher: Sega ETA: Dates TBC 2006

SEGA GO NEXT GENERATION

VF4, *Sonic*, *Afterburner*, and *House of the Dead* all live large on PlayStation 3.

Sega's 'Next Gen Demo' video was only shown behind closed doors, but quietly stormed the show with high-def *PS3* reworkings of *Virtua Fighter*, *After Burner* and *House of the Dead* among others.

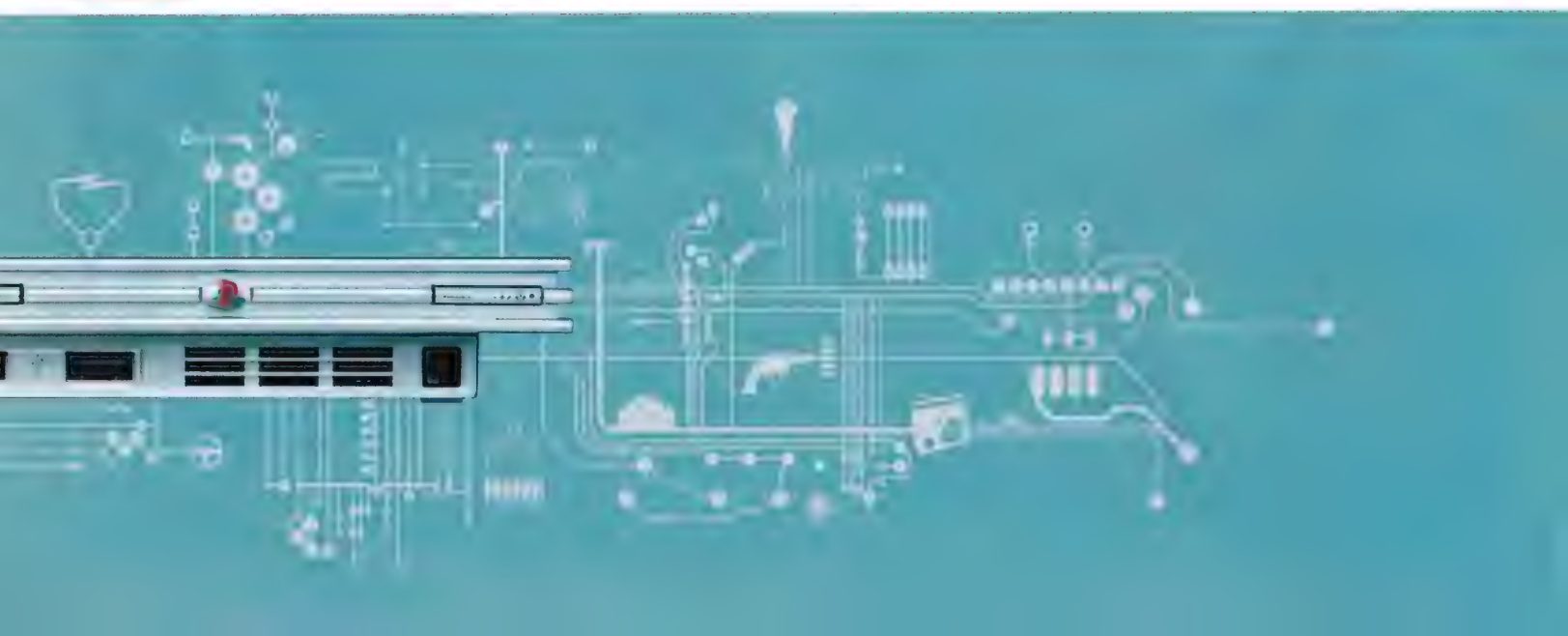
The *VF* demo showed old fave Akira limbering up at a sun-kissed dojo. The lighting effects and shadows were particularly perfect as were his facial expressions and animation.

Afterburner looked similarly superb in a real 'squint-and-it's-real' demo of a fighter jet sweeping over land and sea. It's a shame that when the close-ups were over and the camera settled back to a more traditional rear view, the game looked like old-fashioned *Afterburner*, all jet engines and gunsights.

Next was *Chrome Hound* a very realistic Gundam-style game. A posse of house-sized robots slugged it out in a railway yard. In particular the lighting (bright sunshine) really caught our eye. The flat metallic surfaces such as the robot's limbs looked 100% real.

Next up was the highlight – the *House of the Dead* demo, with probably the most realistic (ie, disturbing) disembodied zombies yet to feature in a videogame. The scene in which the first-person viewed camera moved down a narrow perspex corridor while zombies either side bashed, raged and generally *smeared themselves* on the plastic trying to get to us was incredible. You could even see the perspex *flex* with the impacts, distorting the reflection of our petrified in-game character.

Finally there was a demo of next gen Sonic, which looked like one of the current game's rendered intros. They've kept the 'hog cartoony (rather than real) but the level of polish here was of Toy Story 2-style solidity. Stunning.



Developer: Luxoflux Publisher: Activision ETA: Autumn 2005

TRUE CRIME 2: STREETS OF NEW YORK

The popular GTA wannabe moves to New York to take on the competition face to face.

Nick Kang? Nah – the new star's Marcus Reed, a gangbanger (in the American sense) turned cop and son of a jailed crimelord. He's soooo street. But then, we've moved from the open sprawl of LA to the concrete canyons of New York, so the meaner edge fits.

Reed is less subtle than Kang, relying less on Chan-like martial arts moves and more on brazen thuggery. As such he can dual-wield all manner of melee weapons, from bats to swords. The story's split into four main investigations and each ends with a *Punisher*-style interrogation, based around subtle psychological profiling and extreme violence. Smashing.

PSM RECKONS *There's nothing we haven't seen before – quite a few times, in fact – but the original still had its charm. It also had a well-told story, excellent cutscenes and world-class voice talent, and you can expect more of that here. Bring it on.*

CHOP SUEY AND RICE: Marcus Reed, the new hero, prepares to cut and run in Chinatown.

BE TERRY BOGARD!

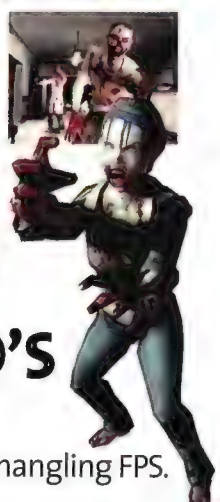
It's the competition you *demanded* – the chance to win the *hat* of the *King of Fighters* 2D brawling legend!

Television? PSP? Date with a glamour model? Keep them *all* – 'cos we're giving you the once-in-a-lifetime chance to dress like undisputed '80s style icon and all-round hard nut Terry Bogard. Yes, *the* Terry Bogard, of SNK's *King of Fighters* fame. He looks a bit like Ken from Street Fighter, but is loads better and wears jeans like a normal bloke, making him more of a working class hero. Honest. But we're not giving away his entire outfit, or a wig, or copies of *King of Fighters 2002* (due on PS2 any time now) or anything stupid like that – but his *actual* hat. Worth about £5.99 in all good truck stops, but rendered *priceless* thanks to the inclusion of some reasonably limited-run red text.

To be in with a chance of winning one of these 50 – yes, 50 – rouge chapeau's of sartorial splendour, simply send us a picture of yourself dressed as Terry Bogard (without the hat, which you could *never* replicate by yourself, naturally) and we'll send the most worthy entries *exactly* what they need to complete the look. Or just dress as *any* videogame character – like CJ, Clank or Ganryu – that might suit a red hat. Look – dress like a games character and we'll send you a hat, OK?

Photos to: NO! I'M TERRY BOGARD, PSM2 Magazine, Future Publishing, 30 Monmouth Street, Bath, BA1 2BW.

UNDEAD TO RIGHTS: That's whole lot of zombies right there. Enough to make *Resi 4* jealous. Nearly.



Developer: Kuju Publisher: Hip Interactive ETA: September 2005

GEORGE A ROMERO'S CITY OF THE DEAD

Zombie-film legend lends name to limb-mangling FPS.

The developers want to create the goriest game on PS2. Shoot a zombie in the knee and he drops to a stump. Waste his other leg and he'll crawl towards you. Shoot his arms off and he'll be left twitching in a pool of his own slime.

"We want to do for shooters what *Burnout* did for racers," they say – which is exactly what the makers of *Burnout* are doing with *Black* – but *City of the Dead*'s makers want to go even further. There's a slo-mo kill-cam that shows off your unpleasant ability to blow zombies limb from limb – you can even zoom in on your carnage for a good ogle. You sicko. And, if making your way through the world's first 'Romero approved' zombie game wasn't enough, they've put a huge amount of work into the online mode where you can play as zombies and run around nibbling each other.

PSM RECKONS *They've even got Romero himself directing the cut-scenes for the game. Not too sure about the shotgun you have to cock with one button and fire with another, though. Still, it's looking good and veeeeery gory.*

PS2
PlayStation 2
SONY

Developer: [illegible] Publisher: [illegible] ETA: [illegible]

KING KONG

We've seen King Kong (not pictured). Don't worry. We can tell you about him.

We love a happy ending. The makers of *Primal* and *24* and the makers of *Beyond Good and Evil* bag King Kong – multi-talented game makers land mega-budget licence and finally have a hit on their hands. And from our first impressions of the '*Kong* in action, they're doing the Christmas 2006 blockbuster movie proud.

The secrecy surrounding the finished Kong design is amazing. No images (either game or movie) exist. It's all been kept underwraps... but we've seen him. And we've seen him fight a T-Rex on a screen the size of a house.

We can reveal that Kong looks exactly like a giant, battle-scarred, 200-year-old gorilla might look like. And when he comes crashing through the trees towards our first-person viewpoint, it's hard not want to turn and run for real.

Yes, it's an first-person shooter – complete with a lovingly recreated Jack Black buddy character scuttling around – but the action actually switches between you as Jack Driscoll, the movie's hero, and Kong himself. As Kong, the game switches to a third-person view with a camera tracking behind the beast as you smash through the jungle. For fighting scenes there's a familiar side-cam and when you go toe-to-toe with a T-Rex, it's like you're playing a tower block-sized beat-'em-up.

It's a gutsy move – top play-ape – not of the food chain, with Jack trying to survive in a world populated by dinosaurs, giant insects and – yes – massive gorillas, and Kong, who whiles away the hours destroying things and eating them. Tasty.

PSM RECKONS *We know that Michel Ancel and his team can make great games and giving them this megabucks license is a match made in heaven. Here's hoping the dual-viewpoint action gives them plenty of opportunity to flex their creative muscle and deliver a game that's a cut above the usual button-mashing movie licence.*

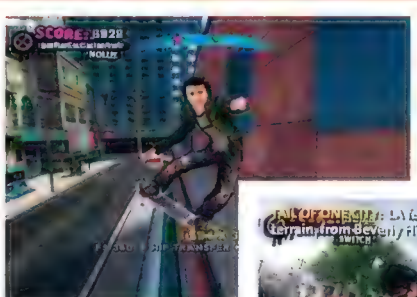
RAPTOR ROUND HER: Thinx you're going to need more than a stick to see these guys off.

REX IN EFFECT: If you think this looks scary wait until you see him get pulped by King Kong.

Developer: Neversoft Publisher: Activision ETA: October 2005

TONY HAWK'S AMERICAN WASTELAND

Good but sacrilegious *seventh* outing for the 37-year-old former legend.



What *SSX: On Tour* does for skis, *THAW* does for bikes – combining two warring factions for corporate good. Bikers and skaters may not be *such* enemies as skiers and snowboarders, but it's still a slightly cynical way to appeal to a larger audience. We're guessing the two-wheel bits use a revised version of the *Matt Hoffman* engine, while the other key change is the unified, living recreation of Los Angeles – the game is no longer split into levels, but explored in the style of *GTA*.

The references don't stop there, with a hairdresser (looking eerily like Old Reece's Salon) and shops stuffed full of branded clothes – presumably paving the path for 99p 'micro-transactions' on Xbox 360 where you can buy 'individual' hats/shoes/hoodies. Core play's tight as ever, with some epic (if preposterous) backflip leaps over the Hollywood sign, insane grind lines over subway tracks and a handstand version of the Natas Spin from *THUG 2*. It's *nothing* to do with the DIY soul/roots of actual skating – despite the cynical inclusion of slash dogs like Tony Alva and a new power slide move (where the skater places his hands on the floor to 'skid' turn). Consider this – Activision are using *THAW*'s theme song ('California Uber Alles' by the Dead Kennedy's) to convince impressionable 13-year-olds 'rebelling' against their spoilt existence to spend £40 on a game they could've bought six times already, when the band's driving ethic was to lampoon and satirise the excess of safe middle class suburban America. Hmm. The youth of today, eh?

PSM RECKONS *Sorry for being ancient mental skate purists, but if you don't care about the commercialisation/bastardisation of skating's roots then THAW looks varied enough to justify the £40 outlay. We did love THUG2 – and the core gameplay's pretty much as strong as ever.*

UPDATE!

WE'VE DONE THEM ALREADY! BUT NOW WE'VE PLAYED THEM!

SOCOM 3

Forget about the disappointing *SOCOM 2* – this is a full-on *sequel* with bigger environments, a hugely improved graphics engine and, most exciting of all, the inclusion of vehicles including tanks and boats. And you can swim, too. Respect.

SPARTAN: TOTAL WARRIOR

Contrary to popular belief, this isn't a strategy game. It's actually a *Dynasty Warriors*-style festivalé of mass murder with near-hundreds of men scrapping on screen at once. Like a Hollywood epic on your PS2. Tough.

STARCRAFT: GHOST

Ghost has been in production since 2002, which is frankly mystifying as it doesn't look *that* good anyway. Still, an online mode has been announced with familiar CTF and deatmatch game modes to indulge in. Baffling.

MARK ECKO'S GETTING UP

Hitting the streets in September, this tag-em-up from Atari is shaping up rather nicely. The game features the 'work' of 65 real graffitti 'artists' and there are 20 street-based levels to mess up. Innovative.

FROM RUSSIA WITH LOVE

Flying on a jetpack isn't as exciting as it looks. In the level we played, Bond (who could've been anyone – all you see is the back of his head) floats slowly through the air while enemy choppers buzz around. Uninspiring.

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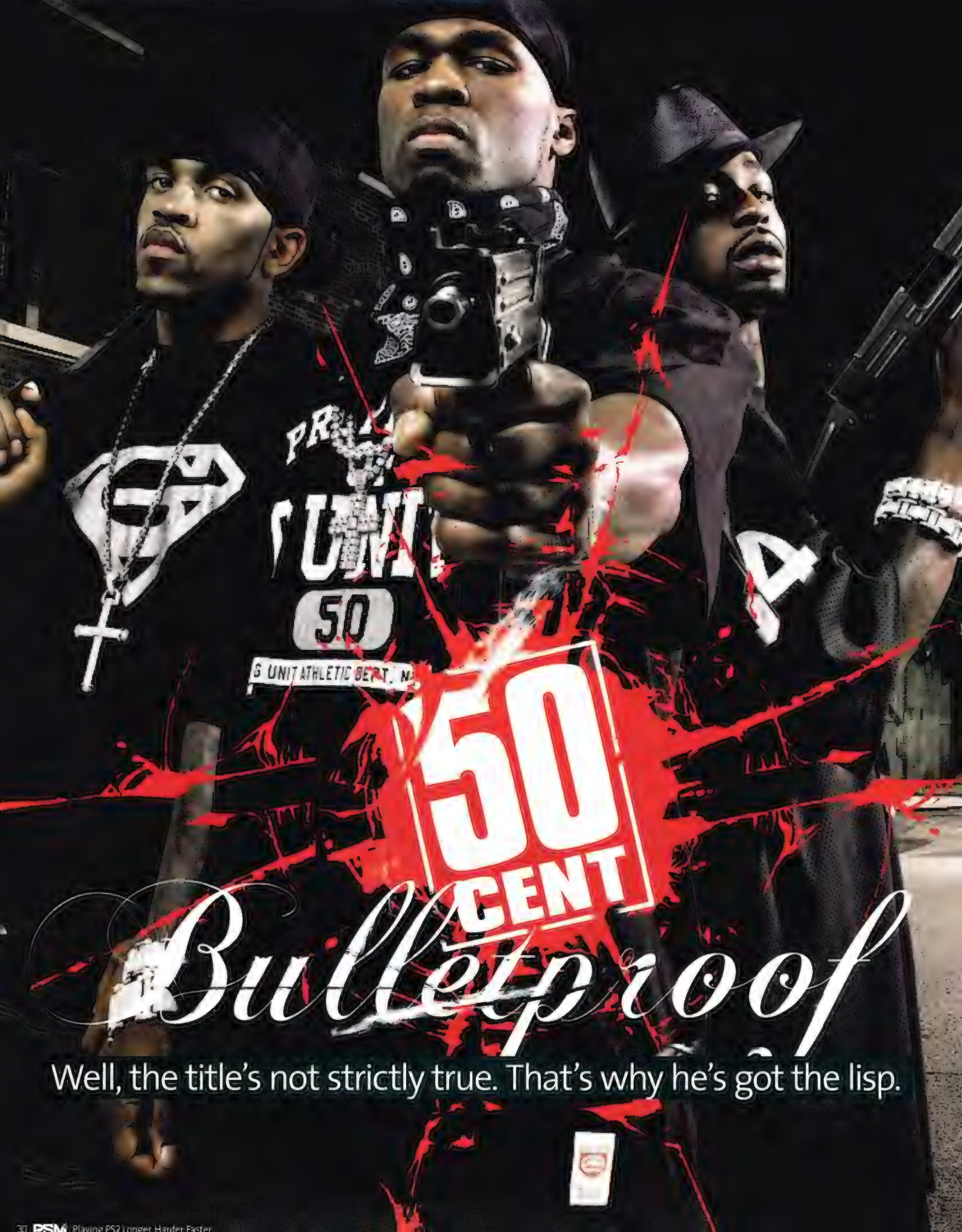


Well, the title's not strictly true. That's why he's got the lisp.

Celebrities, eh? They're far too precious about what they get up to in games. Case in point: *Minority Report*, where Tom Cruise is replaced with a tall, grey mannequin, presumably because the Tomster objected to being portrayed flinging innocent security guards through windows. Or the Bond games, with their tedious adherence to the Bond 'code' (samples: he can't chew gum or punch women). Or – worst of all – *Britney's Dance Beat*, where the ballooning pop pixie refused to actually be controllable, just in case we made her dance like our private virtual stripper. Which is exactly what we would have done, of course... but *still*. Sometimes, celebs are no fun whatsoever.

The point is, when you first see Fifty Cent break a man's arm just before repeatedly jamming a knife into his ear, it's almost refreshing. Ditto Fiddy dragging a goon around as a human shield before kicking his bullet-riddled corpse into a crowd of gangsters. Or Fiddy gleefully calling everyone a, er, mummyfupper while he's lobbing petrol bombs through their windows. Or – and this is a favourite – virtual Fiddy chilling through his in-game pad, casually strolling past a gigantic framed photo of a woman's ass hanging on the wall. This is a man who doesn't mind a bit of controversy.

In fact, Fifty Cent's probably the most tailor-made celebrity ever to appear in a game. Consider the facts: he looks like he's been chiselled out of a rock, thanks to (we'd imagine) thousands of sit-ups and (we've heard) his new, crack-free, organic veg-munching lifestyle.

He's got a ready-made crew of gangsta mates with impressively murky backgrounds. Most infamously, he's survived being shot so many times that you have to suspect he's mainlining some sort of invincibility power-up – or, at the very least, that he never goes anywhere without a health pack. The plot of Vivendi's *Bulletproof* is – how can we put this? – extrapolated from the real-life story of Fiddy's facial shooting – i.e. he gets shot a lot, then goes on the hunt for revenge. Scripted by Sopranos writer Terry Winter, things kick off with 50 getting a call from his pal K-Dog and going to help, only to be double-crossed and drilled in the back an indeterminate number of times. From there things get sketchy, but suffice to say that many men – many, many, many, many men – wish death on you. Lots of them wearing balaclavas.

Fortunately, Fifty isn't averse to dishing out a bit of death himself. His modus operandi's pretty close to THQ's *The Punisher*. At a distance, he dishes out the pain with a combination of gats, grenade launchers, shotguns and AKs. Holding the target reticule in place for long enough prompts a decapitation-shot, or him to dual-wield certain weapons and do extra damage. If he gets close enough, he can either pull off a counter-kill – like flipping a man over and shooting his face off – or take a man hostage and use him as a shield. Either way, the screen's almost certain to end up doused in some of the most queasily realistic glop since the pig-blood plunge in Carrie. There's a glimmer of stealth action, but most of the violence is straight up thug-jitsu – like, say, dragging a dumpster round as a shield then booting it down a flight of stairs at some goons. Most levels see Fiddy backed up by the G-Unit, though there's nothing as complex as an order system in place. Your homies watch your back. And, in return, you watch theirs.

And let's not forget that all the face-shooting and decapitating is only half of Fiddy's world – for fans of the big guy's music, the core of *Bulletproof*'s appeal's likely to be the amount of Fiddy material included on the disc. There's a wealth of videos and music spanning Fiddy's career since he signed with Interscope and Shady records, making it almost worth buying as some sort of Fifty retrospective.

50 has also recorded several original tracks for the game, as well as laying down some acapella freestyles. You're able to layer these over beats – with help from G-Unit producer Sha Money – in a sort of rap version of *MTV Music Generator*. All the video and music content is accessed from a player (playa?) in the game, so you can stomp around murderising while listening to your own custom G-Unit mixes – although, interestingly, if you turn the volume up too loud, you'll alert nearby bad guys. Bizarrely, this also applies to your G-Unit pager – set it to vibrate or risk getting shot in the face.

Bulletproof is certain to be huge when it hits shops this Autumn. And one thing's for sure – you're never going to see Britney Spears trip a man over and shoot him in the face with an AK-47. Although these days...

"The screen gets doused in the most queasily realistic glop since the pig-blood plunge in Carrie"

SPOT THE DIFFERENCE: As you can see, 50's in-game persona looks just like real life.

SHIELD OF DREAMS: Use rival gang members as human shields.

Nuthin' but a G thang

Despite recent fallings-out, the G-Unit have got Fiddy's back in *Bulletproof*.

Lloyd Banks

The youngest G-Man's got a reputation as a punchline MC – as in someone who comes up with one-line flows that are funny out of context. In the game, he's, um, good at picking locks.

Tony Yayo

Only appeared twice on 50's 2003 album Beg For Mercy because he was arrested on weapons charges. He was then freed in 2004 and immediately arrested again for having a forged passport. It's not all bad, though – he's milking it with a line of Free Yayo clothing and an upcoming album called Thoughts Of A Predicate Felon. In the game, he's best with explosives and fighting toe to toe.

Young Buck

Joined the unit after Tony went to jail... and, um, then got arrested. Videos of a scuffle involving Dr Dre at the 2004 Vibe awards show him lunging at a man with a knife in his hand, leading to him being charged with assault with a deadly weapon. In the game, he's (natch) the weapons specialist. Oh, and apparently he's got $100,000 worth of diamonds in his teeth. All right for some, eh?

Original Gangstas

What's the point making a rap game if you can't include loads of cameos from your mates?

Eminem

Em originally came across Fiddy during a chat with MTV host Sway, then signed him to Shady records after hearing 50 Cent Is The Future. In *Bulletproof*, Em plays a 'cop of questionable integrity' called McVicar.

Dr Dre

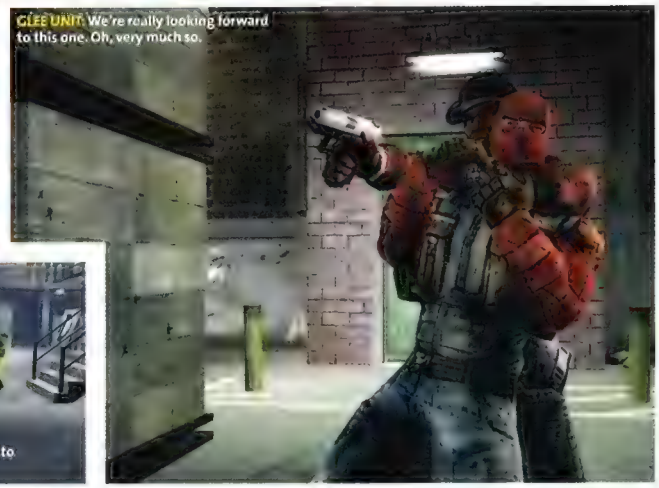
Dre's Aftermath record label worked on Get Rich Or Die Tryin'. In the game, the Doc plays a war-vet turned arms-dealer called Grizz. And no, he's not a real doctor.

DJ Whoo Kid

The official G-Unit DJ appears as Popcorn, a bootlegger who hustles music in Fiddy's neighbourhood.

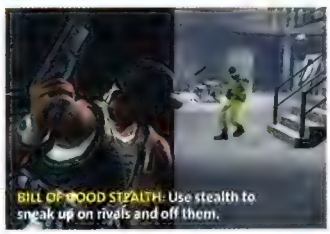
A whole lot of ass

Fifty Cent is a man who likes ass. Sadly, this doesn't really come across in the game – he's too busy shooting people – but for the booty connoisseur, it's well worth checking out the video extras, which feature more jelly than a children's party. Disco Inferno made us feel a bit ill.



GLEE UNIT: We're really looking forward to this one. Oh, very much so.

FLYING TONIGHT: Chucking men through the air is a laugh.



BILL OF GOOD STEALTH: Use stealth to sneak up on rivals and off them.

UP WITH THE PARKS: Look round the car park to see where baddies hide.

Finger on the trigger

If you're going to point a gun at Fifty Cent, fire it straight away. Otherwise he'll just take it off you and ventilate your ass – as you can see here.

How to rob

The turbulent life and times of Fifty Cent.

1976

Fiddy is born Curtis Jackson in Jamaica, Queens on July 6th.

1994

After a successful career as a drug dealer – during which he met G-Unit member Tony Yayo – Curtis (aka 'Boo Boo') is arrested on felony drugs charges. He does seven months in a boot camp.

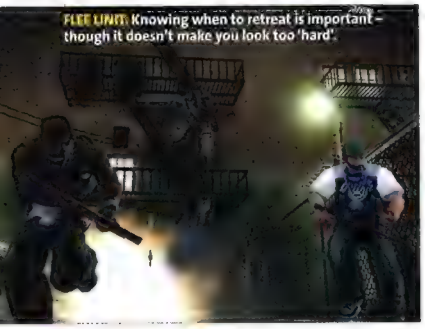
1997

Curtis has a son, Marquise.

1999

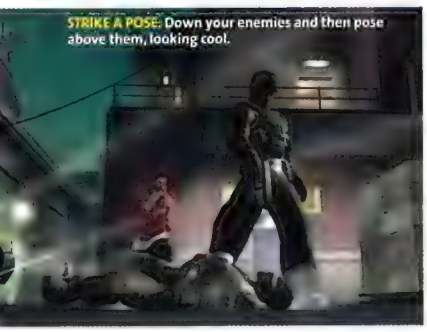
Fiddy releases 'How To Rob', in which he discusses how he'd burgle various hip-hop types. Unsurprisingly, this upsets a few of them, including Jay-Z – who responds with the line "I'm a dollar – what the fuck is 50 cent?"

SMOOTH AS SILK: The animation is fluid and it all feels very nice so far.

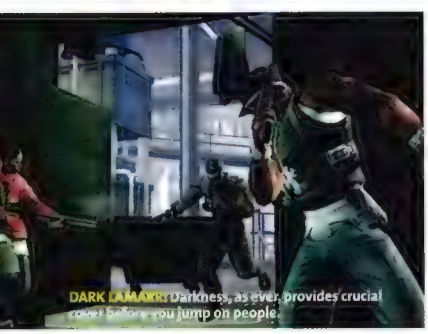


FLEE UNIT: Knowing when to retreat is important – though it doesn't make you look too 'hard'.

YOU'RE DUMPED: Dumpers make useful impromptu shields in gun battles.



STRIKE A POSE: Down your enemies and then pose above them, looking cool.



DARK DAMAGE: Darkness, as ever, provides crucial cover before you jump on people.

Fiddy Speaks

"I just love [insert name of magazine here]!"

Word to your mommas. And anyone else reading.

PSM2: What do you think of yourself as a videogame character?
The first time I saw myself in the game I was really excited about it because it looks so much like me – it blew me away. The graphics they had in the trailer were so much more cutting edge than what I've seen before. I actually called my son to talk to him about it.

PSM2: What's your favourite thing in the game?
I haven't seen a videogame with as much detail to it before. They've created something that I'm really proud to be a part of. I feel like it'll be the most exciting game this year – maybe for a few years before they find something better than this. That's what happens when people actually enjoy what they do. Just the whole style of it.

PSM2: Do you think that the game captures the world of 50 Cent?
The videogame definitely captures the essence of who I am. I get a chance to use my imagination. This is not the reality of what I actually do in the street – it's just a game – but it has so much detail that it feels real.

PSM2: Glad to hear it. Did you write the script for the game?
Terry Winter is a great screenwriter. I was blessed with the opportunity to work with him on my new film called "Get Rich or Die Tryin'." He won an Emmy for writing the Sopranos. Terry was with me for about two months. He stayed with me the whole time on the Rock the Mic tour and then a little after, and I had a chance to speak to him about my life story and people I ran across. What he did was take those experiences and created characters. Some of those characters have attitudes from more than one person in my life, so I get a chance to look at the film and know where he took the attitudes from, so it's a little more exciting for me. The film is almost the exact story, it's a collage. But the game – it's difficult for you to put 29 years of your life to a few hours of playing time.

PSM2: And do the rest of G-Unit make an appearance in the game as well?
Actually Banks and Buck are both in the game. I need to get Yayo and Olivia in there! Actually, I got a phone call today from Banks about going to take photographs and shots so they can get his character really looking like him. The detail in the videogame is so incredible – I think the general public are going to be blown away by it.

PSM2: Not literally, we hope. What connection do you see between music and games?
I think music, particularly hip-hop music, is the closest music to the youth. Videogames have always been exciting and to tie them together is really simple thinking. A simple man thinks: What's better than one good woman? Two good women! Menage-a-trois! [PSM2 spits out crackerbread] You see what I'm saying? It's simple thinking to have a great videogame match up with great hip-hop music. It's perfect! We can sit there and enjoy the music while you play the game – and it's a whole new experience.

PSM2: Lordy. Will you be recording new tracks for the videogame?
Absolutely. There will be 15 new freestyles that people haven't heard before in the videogame to add a little excitement to it. I have so many ideas that I've already started working on it.

PSM2: And Eminem and Dre are in there too.
Ah, that's hot, because we're a team. I love to participate with them on any projects that offer that opportunity. They're perfectionists. They understand that I don't want to put anything together that isn't 100 per cent the best possible product to release to the general public.

PSM2: Do you see the game being a big hit?
I think the game is going to be huge! It's definitely going to be the biggest game that people will see in the next two to three years. Then someone else will copy everything we've done and say, "This is the answer to *Bulletproof*."

PSM2: You like the title then? *50 Cent: Bulletproof*?
Absolutely. It feels like an action film, and that's what it is – everything that you would see in an action film is in the videogame. You get a chance to control it and go through it. I'm as excited about the videogame as I am about my album, and that's a big statement for me because music has always been my priority.

THAT'S GOTTA HURT: Brutal and beautiful – we can't wait to play the finished version.

2000

Curtis gets shot nine times in a single incident. While recuperating, he sensibly decides to knock the drug dealing on the head and go into music full time.

2002

Fiddy releases 50 Cent Is The Future, the album that brings him to the attention of Eminem and Dr Dre. He quickly follows it up with No Mercy, No Fear – and upsets Ja Rule by calling him a "Wanksta".

2003

Hip hop mag The Source starts a smear campaign against Fiddy. He criticizes Lil' Kim's breast implants, mentions Lauryn Hill bringing out a record that "didn't have no beats" and gets chairs thrown at him for referring to R. Kelly's troubles at NY's Summer Jam XI.

2004

Fifty's bombarded with bottles of piss by middle-class indie kids at the Reading festival. Sadly, he didn't have a gun on him at the time.

2005

Fiddy falls out with The Game over his protege's refusal to get involved in a feud with Nas, Jadakiss and Fat Joe. Conservative commentator Bill O'Reilly continues to moan about Fiddy's violent lyrics and organises a boycott against Reebok's Fiddy-endorsed footwear. Let's hope he's the final boss, eh?

Accelerator

36 HOT SHOTS GOLF
This'll be known as Everybody's Golf come UK launch day. For now here's the American review – and it's just great.

37 RENGOKU
Japanese gamers love games featuring duelling, corridor-plodding robots. The UK rather less so. Hmm. Game of *Rengoku* anyone?

38 SMART BOMB
Fiddle with wires or your PSP might explode. Or more likely you'll throw the confounded thing in the bin.

grand theft auto
Liberty City Stories
grand theft auto
Liberty City FACTS
LCS
Leone
TONY CIPRIANI: Here's Tony in GTA3 – but he'll be a lot slimmer in the PSP version.

GTA: LIBERTY CITY STORIES

Forget bite-size linear missions or graphical compromises, this is full blown free-roaming *GTA* on PSP – with some potentially *massive* soundtrack news.

CJ? Claude? Or Catalina? Nah – the big news in *Liberty City Stories* is that you'll play as Tony Cipriani, a bit part player in *GTA3* but now the star. Who? He's the fat gangster bloke in St Mark's Bistro who gives you the Triad-whacking mission before you meet the Don. The big difference is that the game's set three years before the events of *GTA3* (circa 1998) and our man Cipriani's yet to pile on the pounds like Tony Soprano. You've just returned from self-imposed exile after performing a big hit-job for Don Salvatore, and – typically – not all of Liberty City is pleased to see you.

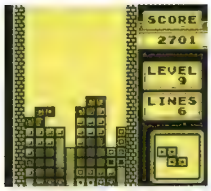
First, the good news – this isn't a cut-down version of *GTA* (only last month our sources – wrongly – suggested the game may be split into linear 'levels'), but a full-scale, free-roaming version of Liberty City. Pretty much anything you can do in the PS2 version is possible here – from jacking cars to Insane Stunts to RC missions to changing outfits – with admirable draw distances and fine detail. Small compromises have been made, mind you, to the size and length of the cut-scenes/mission briefings since they take up too much UMD space. Texture detail has also been lowered – though it's barely noticeable on the PSP's smaller screen – to allow the graphics to stream smoothly.

The missions durations have been tweaked for handheld play, from five minutes on PS2 to around half that on PSP – just as well given that you'll be playing it in bursts on the bus, train or while waiting around at bus stops for that blasted number 17. Objectives will be standard *GTA* fare, with tasks like rubbing out Triads (via a trip to AmmuNation), tackling bullet-proof Sentinels and racing bomb-equipped cars to safety against the clock. You'll also get to ride dirt bikes, sport cars, novelty vehicle, choppers and *bikes* – previously impossible in *GTA3*. Not only that, the targeting system has been adapted since *GTA: SA* for increased accuracy and rapid target selection. Dammit – it's almost as if Rockstar are *listening*.

PSM RECKONS *Most exciting news of all is that you might be able to build a custom MP3 soundtrack radio station using the PSP's memory stick capacity. It hasn't been confirmed, but would tie in with the custom soundtrack option of GTA: SA on Xbox. Sadly, multiplayer options look unlikely – like all previous GTA*games, in fact – but Rockstar are promising this'll be the best game on PSP to date. Given their pedigree, and the current slew of seen-it-before sequels on Sony's handheld, we'd struggle to argue.*

//IT COULD BE THE FIRST GTA TO SHY AWAY FROM FREE-ROAMING GAMEPLAY//

CODED ARMS
We played Konami's FPS at E3 but without the twin sticks we're used to, getting around and taking aim was a bit of a chore. Fortunately plenty of control options let us map the looking around and moving to an acceptable degree. Still, looks like playing an FPS on PSP is going to be an 'experience'...



TOCA THE TOWN

We've modded our rides in *NFSU: Rivals*, and spun 360° donuts through countless bends in *Ridge Racer*, but where're the realistic driving games? Er, here, in the form of *TOCA Race Driver 2*. Looking and playing almost identical to the PS2 version, Codies' driving simulator is bringing a heap of realistic racing action to PSP. There's rally cross, ice racing and 24 hour JCB endurance races. OK, we made the last one up, but you get the picture. With *TOCA Race Driver 2* being Wi-Fi enabled, you now get to challenge up to eight other petrol heads. We're pleasantly surprised as to the amount of detail on show. As well as the cars handling as weightily as you'd expect, stove your motor into an opponent – or God forbid, a wall – and bumpers fly off into the distance while your car is broken down to its chassis. Nice. It'll be even nicer if the developers manage to cut down those tedious loading times. But for now it passes the PSM2 MOT in style.

PRICELESS CLASSICS WITH NO PRICETAG!

We can't approve of it, naturally <cough> – but the internet is becoming an incredible source of free PSP games.

The PSP can now play games from older systems, including the SNES, MegaDrive and GameBoy, thanks to enthusiastic amateur coders. In fact, 'emulators' for at least 30 systems are available, allowing PSP owners to download and play hundreds of forgotten classics. While the hardline may claim this is piracy, most games involved will never realistically sell another copy – their host systems are dead and gone. Do the games really have to go too?

There are more tangible snags, though. Many emulators run fairly slowly (little more than 20 frames per second) though improved versions are being uploaded almost daily. And so far, they only run on version 1.0 of the handheld's 'firmware' – players who've updated the operating system to v1.51, or who wait for the official UK version, are out of luck. Work continues on 'cracking' these too, however, so that situation may change. So fancy getting, say, *Mortal Kombat II* or *Tomb Raider: Curse Of The Sword* running on your import PSP? It's so easy we don't even need to mention a site: just type 'PSP emulators' or 'PSP roms' into Google and go from there.

PSM RECKONS *While this isn't what you bought a PSP for, nostalgists will surely enjoy the chance to revisit ancient wonders. Meanwhile, younger players can see for themselves if games really were better back then (they weren't, really)... and with Nintendo's new Revolution system making a big thing of its downloadable N64 catalogue, the same ability on PSP – unofficial but free – is something of a coup. Some new emulators even run at PSP's 'forbidden' 333MHz clock speed. Hmmm...*

UK MOVIES: CONFIRMED!

Sony reveal 19 films for UK PSP launch, including Hitch, Spider-man 2, Kill Bill and... You Got Served. Oh, good.

Great news, action fans – Sony have confirmed 19 UMD movies for the UK PSP launch on September 1st. The line up includes action 'classics' like SWAT, Hellboy, Resident Evil: Apocalypse, Bad Boys, Once Upon a Time in Mexico and The One. In fact, the only movies that *don't* feature gratuitous body counts are Will Smith's quite funny dating comedy Hitch and – oh, we *love* this – You Got Served. Baffled? It's a teen-friendly 8-Mile rip off where two chumps out-'respect' rival crews via the medium of dance to fulfil their dream of buying a recording studio. Much like the recent slew of urban PS2 games, we're sure it'll be *brilliant* – and don't believe the 1.9/10 average review score on imdb.com, either. As for ex-N.W.A. hardman Ice Cube in Are We There Yet?... the mind boggles.

PSM RECKONS Cheer up. The US have over 95 UMD movies in the pipeline, including actually good films like 13 Going On 30, Daddy Day Care, Coyote Ugly: Unrated Director's Cut and Are We There Ye... oh, sorry... Predator, Sin City, Kill Bill, Mobile Suit Gundam, Ghostbusters and Team America: World Police. Ah, that's better. Price? Sony won't say, but US movies retail for $19.99 to $29.99 (between £16.43 and £10.95).

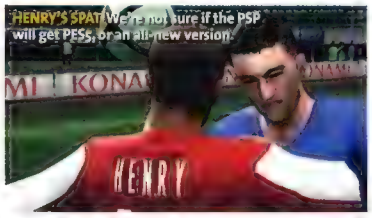
"YOU WON'T GO BLIND, HONEST."

PSP PES: SQUINT FREE!

That's the good, if not *only* confirmed news – *PES* on PSP will use an intelligent active camera system that zooms in on the action. Don't worry, the camera will normally be zoomed out (like the Standard/Wide view on *PES4*) so you can pick your passes, but should subtly zoom in during player confrontations. Our source confirms it'll look somewhere between *PES2* and *PES3* in terms of detail and animation quality.

That's it – except for the great news that the Japanese version will definitely be available by November. In a dream world, we want PS2/PSP Master League compatibility (or at the very least a player training/transfer market mini-game) so the titles work in synergy. Don't laugh – Producer Seabass personally told us he was considering such an option last November.

PSM RECKONS We're worried about the lack of an R2 button, given our fondness of sidesteps (a double-tap R1 system, instead, perhaps?) but confident the intricate D-pad movement will translate to PSP.



THE LOYAL FAMILY

Just like supermarket reward cards, *Hot Shots* pays back your loyalty with special gifts. Sticking with a certain character for a number of rounds will increase your loyalty meter. Once this meter is filled, you're progressively given more power options to your swing. These refinements allow you to decrease or increase your shot power slightly by using ◎ and Ⓐ respectively. You can also obtain special shots (spin, power and so forth) and extra unlockable content (characters, courses, that sort of thing) for sticking with a specific character.

PUTT YOUR FAITH IN HER... **And you'll be rewarded with extra clubs and skills.**

PITCHER OF YOU: **Delicate shots like the chip can be improved by sticking to one golfer.**

INFOSTRIP

HOT SHOTS GOLF: OPEN TEE

Woods you believe it? Tiger loses his roar as he's trumped by a group of child-like cartoon golfers.

DETAILS

Developer: Sony
Publisher: Sony
Players: 1-8
Memory Save: 736KB

GAMEFAX

Sports
Network
Addictive
Easy

TRIVBURST

- Up to eight player head-to-head Wi-Fi action.
- Customise your player with hats, shoes and even umbrellas.
- Swing your way across six individual courses.

PUBTALK

The smart arse thing to say down the boozer.
"Floyd Satterlee Rood is one keen golfer. In 1963 to 1964 he used 3,397.7 miles of US land to play from the Pacific to the Atlantic Ocean. He did it in 114,737 strokes Mentalist."

With *Tiger Woods 2005* on PSP falling short of golfing genius, we pinned our hopes on this to putt (sorry) things right. We were spot on. Yep, the cutesy, fat-headed clubbers of *Hot Shots Golf: Open Tee* have knocked ol' Tiger off his pedestal with a well-aimed drive.

As we reported in PSM2#63, *Tiger Woods 2005* was resigned to playing out of the rough thanks to a complicated control system that didn't translate well from PS2 to PSP. Tapping L1 to increase power forced players to hold their PSP at an unnatural angle to achieve maximum force – and the analogue stick saw more erratic swings than a blind boxer. Mercifully, *Hot Shots* is much smoother. In fact, even the most ham-fisted of players will be sinking birdies in no time, because the difference between fairway and water hazard is purely down to the timing of your presses of ⊗. Press it once to set the power bar in motion, again to set the amount and once more to strike the ball cleanly. Easy.

Although the ease of access is the real pulling point of this cartoon golfing caper, it's by no means the only one. The whole experience – without wanting to sound whimsical – is charming. From the way that your caddy squeaks "nice shot" as you hit a sweet one onto the green to the way that your little character slides down the grass to catch up with their ball, everything looks and plays brilliantly. Even the way that your golfer does an OTT back-flip and a Jacko 'hee-hee' raises a smile. Every aspect is enjoyable and, as a result, becomes seriously addictive. Just ask Dan D, whose girlfriend repeatedly ignored him over a four-hour train journey because she was having "just one more game". It was only when the battery ran out she spoke to him – to ask where the charger was.

Love-life problems aside, *Hot Shots* throws in a few challenges to keep you occupied. Adopting more sedately-titled minigames than *Tiger's* Bingo Bango Bongo, *Hot Shots* delivers putting tasks in which you have to send the ball home into various high-scoring cups. It's not easy, mainly because the green's grid is confusing at first, but you get used to it. Then there's challenge mode, which is where you can unlock new characters, clothing, skills and courses by completing various tasks, like beating another opponent or completing a course in a certain number of shots. There's plenty to do.

Hot Shots is one game we wouldn't mind having a few more rounds with on its uk release in September, retitled *Everyone's Golf* for the Euro market. Oh, and it's got eight-player link-up play. Eat that, Tiger. **Nathan Irvine**

■ Tee *off on import now.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Simple yet effective golfing action. – Putting is a little bit tricky, but not criminally so.	+ Cute and colourful characters really stand out. – The ball rolls oddly fast on some surfaces.	+ Caddies sound like Martin Prince from The Simpsons. – The 'Nice Shot' remark wears thin after a while.

LIFESPAN
Coming back to break your current course records will keep you going for months. And Wi-Fi play will open up even more tee time.
YEARS

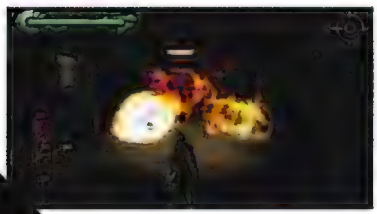
IT'S BETTER THAN...
TIGER WOODS
IT'S WORSE THAN...
MERCURY

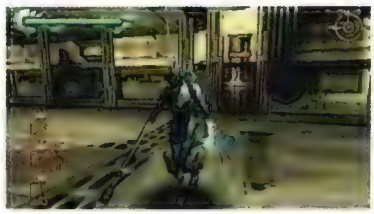
If there were a few more minigames on offer then *Hot Shots* would've been even better. Never mind. The level of sheer fun means this game will appeal to even the most ardent of golf haters.

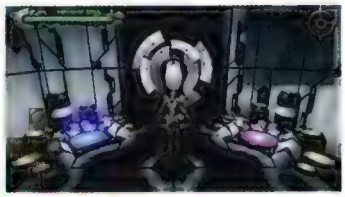
81

The MON£Y $HOT

It might look like a seahorse off to a fancy-dress party clad as Skeletor, but this is a big baddy. Careful of his huge scythe thing. It's nasty.

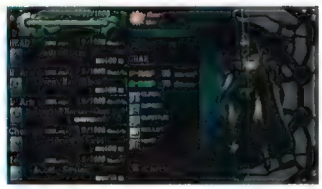




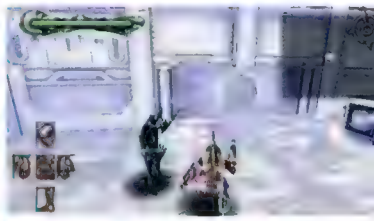


STATUS SYMBOLS

One of the more appealing elements of *Rengoku* is its RPG-like upgrade system, the details of which are all revealed on this, the status screen. The best way to enhance your capabilities is to collect Elixir Skins, dropped by defeated foes, which increase your strength and defence. As the game goes on, you can also upgrade your weapons and equip them to various body parts. □ and ○ represent your arms, ✕ your feet and △ your head. You can only strap guns to your head, though, not swords. Obviously.



STATUS WOE: **Looks complex, doesn't it. That's because it is. It's still the best bit, though.**



BODY LANGUAGE: **Those icons at the bottom represent your armed body parts.**

RENGOKU: TOWER OF PURGATORY

Have an extended session on this and you'll certainly feel like you've spent time in purgatory.

INFOSTRIP

DETAILS

Developer: Hudson Soft
Publisher: Konami
Players: 1-4
Memory Save: 1024kb

GAMEFAX

Robots
Sci-Fi
Jap Curio
Original

TRIVBURST

- One-to-four player wireless gameplay.
- Trade items with friends to improve your abilities.
- Graphic designed by Jap illustrator, Jun Suemi.

PUBTALK

The smart arse thing to say down the boozer.
"Purgatory is believed by Roman Catholics to be the place we go to immediately after death. It's a place of extreme torment, the purpose of which is to use the pain to cleanse the individual before Heaven. So there."

It's astonishing how a nice idea can be so bland in reality. Snooker, quiche, *Stolen*, the Stereophonics – all good in theory, but in execution they're more likely to put you to sleep than grab you by the throat and scream "Pay attention to ME!" And... well, you can pretty much see where we're going with this, can't you?

Rengoku, see, is all about a robot battling his way to the top of a huge tower – a tower of purgatory, indeed – while the ranks of robotkind attempt to take down his shiny metal ass. Now, this should be impossibly exciting – a big, robotic, vertical version of *Onimusha*. That's what *Rengoku* should have been. What it *is*, however, is a lazy slash/shoot-'em-up with jerky, awkward controls and drab, colourless surroundings, that's about as interesting as having Tim Henman pop round your house to show you his stamps.

It's basically the same throughout, you see. Equip your weaponry at the pod, then stomp off through the doors and battle a load of identikit robots in identikit drab rooms full of – whodathunkit? – crates. The combat itself is clunky – lock on with L1, fire your weapons with ✕, □, △ and ○ (which correspond to bodily parts – see STATUS SYMBOLS). The problem, though, comes with moving – you can't move with the stick, just the pad. Consequently, you're limited to eight-directional movement, which would be fine if your 'bot was more nippy – but he's sluggish and prone to not getting out of the way in time. The stick is used to control the camera. You have to *take your thumb off the pad* in order to look around, meaning you need to stop dead to adjust the view, meaning you're open to attack from enemies. Surely the most cursory of playtests could have seen the problem with *that*?

Oh, if you really try hard, you can get some fun out of *Rengoku*. The customisation of your robot is nice, the explosions are quite pretty, it just about works and, well, everyone likes robots, don't they? Except for those government agents in Short Circuit, that is. But, let's face it, *Rengoku* is nothing more than a clunky slasher. It doesn't really put the effort in so, frankly, why should you? **David Cook**

Import this now, if you must.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ It's a decent idea that just about hangs together. – But it's slow, clunky and just plain dull.	+ Some nice big explosion effects. Boom! And so on. – Drab generic interiors that fail to inspire in any way.	+ Inoffensive bangs and backing tune. – Nothing criminally negative to report.

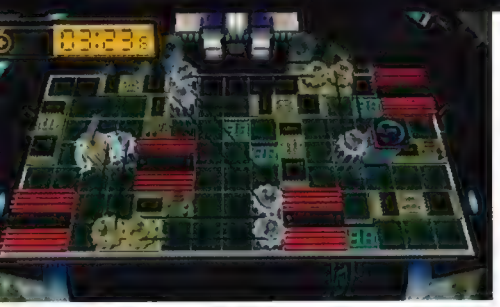
LIFESPAN
Well, it's lengthy enough, that's for sure. But as it's pretty much lacking in the fun factor, you won't be playing it for very long.
MONTHS — YEARS

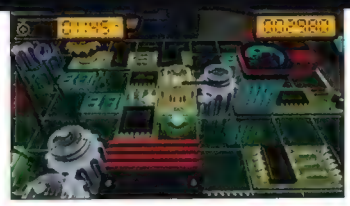
IT'S BETTER THAN...
SPIDER-MAN 2

IT'S WORSE THAN...
VAMPIRE CHRONICLE

If you're absolutely mad on the idea of robots bashing seven bells out of each other, you could scrape some shavings of fun off *Rengoku*. Otherwise, don't bother.

50

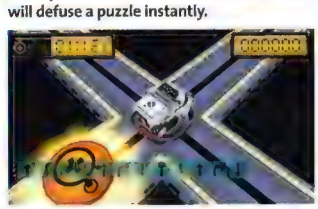




The MONEY SHOT
The counter is down to zero and the screen's shaking, yet your sweaty hands still manage to dismantle the detonator before it's too late. Phew.

PICKUPS AND DOWNS

To offer some sort of assistance with the hectic nature of *Smart Bomb* there are certain collectables to aid your progress. Time bonuses (+10 and +30 seconds) are in place to alleviate the timer pressure as you frantically try to disarm a bomb. There's even a time capsule that has a delayed reaction and only kicks in when the counter reaches zero. Now this seems brilliant, but it's actually futile because you never really feel like you've got enough time, anyway. The best icon to grab is the Smart Bomb which, when you collect three wire cutters or more, will defuse a puzzle instantly.



SWEEPER SYSTEM: Instruct your robot mine sweeper to pick-up the icon for a time bonus.

SMART BOMB

This game's not smart – and it certainly isn't the bomb.

INFOSTRIP

DETAILS
Developer: Core Design
Publisher: Eidos
Players: 1-4
Memory Save: 64KB

GAMEFAX
Strategy
Network
Hard
Shit

TRIVBURST
- Solve over a hundred intricate puzzles.
- Go head-to-head with bomb defusal challenges over Wi-Fi.
- Race against the clock in the story mode.

PUBTALK
The smart arse thing to say down the boozer.
"It was a little boy that destroyed Hiroshima with a nuclear blast back in 1945. Little Boy was the name given to the devastating projectile, natch."

The idea of solving hundreds of individual puzzles in a single title filled PSM2 with some optimism. *Smart Bomb* was supposed to be *the* game for exercising our old grey matter. Well, after *Mercury*. And *Lumines*. Anyway, the press release mentioned something about our PSP being "turned into a bomb" that we'd have to diffuse through a series of puzzle-solving minigames. Brilliant. Or so we thought. The explosive truth is that this game is a ticking time bomb of frustration, which only succeeds in destroying your patience. Damn.

So what's wrong with it? It's *too* hard for no justifiable reason. A bit of due care and attention from the game's testers would have set the alarm bells ringing, but it appears to have been assessed by super-brained, fast-reflexed turbo-bots. Either that, or minimum wage earner Joe Schmo who 'checked' it during his lunch hour. Either way, it's difficult. We're not afraid of tough games – after all we blasted through the brain-taxing, *Mercury* in no time – but this is something else.

The plan of the game is that you must disengage bombs by breaking down tiers of intricate puzzles. These range from *Marble Madness* style circuits (where you have to guide, erm, marbles into specific holes while dodging fans and force fields) to tricky laser-guiding sections (in which you place mirrors in a particular order to deflect the beam into a target area). Each of these conundrums is complicated, but there's also a timer ticking down which creates unnecessary pressure and a greater chance of making a mistake. Presumably Core Design are trying to attempt something new and intriguing with this, but it doesn't work – they've turned a simple premise into a convoluted strategy game. There's even a cobbled-together shoddy plot in which you're part of a bomb disposal unit that may or may not have been run by a sinister agent. Think Dennis Hopper in Speed, but even less believable.

Don't get us wrong, some of the puzzles are genuinely, well... smart – like the one where you have to put together a complex circuit of coloured wires like a jigsaw of death. But even this simple formula is ruined because the AI keeps aggravatingly switching round random pieces. This, plus the constantly ticking timer, shaking screen (to 'visually emulate' nervousness) and the frantic sound effects makes each failed attempt feel like you're being punished simply for playing. It's not exactly quality portable entertainment and it's certainly not worth forking out money for the 'pleasure'. *Smart Bomb* should be defused, dismantled and disregarded. **Nathan Irvine**

■ *Smart Bomb has exploded onto the import market right now.*

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ High-tempo puzzle solving at it's most trickiest. – The timer just makes things *too* difficult.	+ Puzzles are packed with intricate details. – Visuals are jaggy in areas and a little uninspiring.	+ There's a decent pumping soundtrack here... – ...but that's it as far as sound goes.

LIFESPAN
There are plenty of challenges to work through and with Wi-Fi play, there's always the chance to play your mates.

IT'S BETTER THAN...
BEING BLOWN UP

IT'S WORSE THAN...
MERCURY

The concept of *Smart Bomb* is totally viable, but the execution is knackered and offers very little in return for the amount of effort you have to extend in playing it.

36

50 PLAYERS
through Xbox Live™

32 PLAYERS
through PlayStation2 online

Screen shots taken from Xbox version.

DELTA FORCE BLACK HAWK DOWN

LEAVE NO MAN BEHIND!

Somalia 1993. A nation devastated by a brutal civil war. Mohammad Farah Aidid, the most powerful of War Lords has declared war on UN Peacekeeping troops. Preventing food aid from getting to a starving nation his militia kill whoever get in their way. Using all your skills as a Special Forces Operator, you are thrust into the most intense battle situations. Your mission: Remove Aidid, Restore Order, and Restore Hope. Based on actual events, play 16 intense single player missions or be part of a 50 player game on Xbox *Live*™ or a 32 player game through Playststion2 online!

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www.BlackHawkDownTheGame.com

THE TEASER TRAILER

This *MGS4* teaser trailer might've been rendered on PS2 hardware, but Kojima has hinted that it contains clues and references that'll tell anyone who looks hard enough more about the direction the next game will take.

At first glance this trailer might look like a bit of fun, but further examination reveals a whole heap of Easter eggs, hints and references. It was originally shown by Konami at E3 and the fanboys lapped it up, laughing, booing and cheering at the tops of their voices. Koj really knows how to work an audience. The trailer makes loads of in-jokes and obscure references that hardly anyone will get, but that's the beauty of it. He even takes a pop at his stealth rival, Sam Fisher. Although when we asked him what he thought of the character in relation to the trailer he said "It's not Sam Fisher – it's Snake!"

ALAN SMITHEE

What happens?

An 'Alan Smithee' sign reveals director Shuyo Murate's name. This is a pseudonym directors use to keep their involvement in a movie secret.

scene 04

THE BUTTERFLY

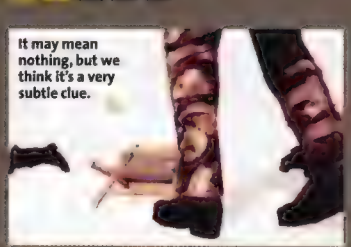
What happens?

After killing a group of guards with an assault rifle, Snake picks up a chair to sit on. A butterfly is perched on the edge of it and flutters away when he approaches.

What does this mean?

Towards the end of *MGS3* Snake (Big Boss) and Eva share a moment by a campfire. A butterfly flies past and he tries to catch it, but it's too quick. Later, while he's rigging the Shagohod with C4, he makes a butterfly out of the putty, tosses it in the air and catches it, exclaiming, "Got you this time!" Now we know that Big Boss will be in *MGS4*, perhaps the symbol of the butterfly returns. His relationship with Eva ended in failure, but he still had a soft spot for her. Call us mad, but why would Koj feature something like this in the trailer for no reason?

Probability



It may mean nothing, but we think it's a very subtle clue.

scene 01

DESTRUCTIBLE ENVIRONMENTS

What happens?

In an early scene, Snake hides behind a wall which is promptly destroyed by what looks like some kind of atomic bomb.

What does this mean?

In our interview (see later), Kojima expressed his dislike of static game worlds. The jungles in *Snake Eater* may have looked organic, but essentially they were just 'sets' that couldn't be changed or manipulated directly. This shouldn't be a problem for PS3. Among the tech demos presented at E3, one shows a forest actually *grow* in real-time. Could the 'No Place To Hide' tagline mean that Snake's new environment will be fully destructible? It certainly looks like it, if the trailer and Kojima's talk of 'organic game worlds' is anything to go by.

Probability

This wall falls away revealing Snake's hiding place.

scene 01

DISGUISES

What happens?

Who we thought was Snake rips his mask off to reveal loathsome ladyboy Raiden, followed by a sparkly trail of light. He winks at the camera to a chorus of boos.

What does this mean?

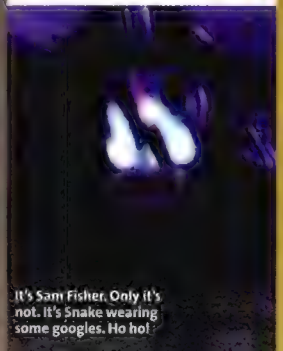
Some of *Snake Eater*'s best scenes involved disguises, notably when you had to steal Raikov's clothes to sneak through the Groznjy Grad fortress. As for *MGS4*, like the destructible environments, 'No Place To Hide?' could also suggest that the only way Snake can disguise himself is to wear a costume. Perhaps the game will be set in a city environment where Snake must blend in with the populace á la *Hitman*. That would certainly be a new approach to the series, as Koj promises.

Probability

SAM FISHER?

What happens?

Raiden heads towards the chair saying 'main character', but a Sam Fisher from *Splinter Cell*-shaped figure approaches. It's actually Snake wearing similar goggles, however.



It's Sam Fisher. Only it's not. It's Snake wearing some googles. Ho ho!

THE BULLETS

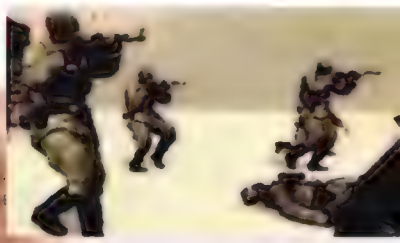
What happens?

After firing on the guards, Snake's shells roll together and form a IV, or a 4. The trailer is also four minutes long. Classic attention to detail.

THE PETALS

What happens?

As Snake tosses Raiden to the ground with CQC, the screen goes black and white petals start to fall. This is a clear reference to the end of *Snake Eater*.



Koj plays on the fans' hatred of ladyboy Raiden.

The development budget for *MGS2* was around ten million dollars. Think of all the sweets you could buy with that. Probably about, er, ten million.

SO WHAT DOES ALL THIS MEAN?

So we've got destructible scenery, disguises, references to the old games (including *Snake Eater* and an obscure 'Alan Smithee' joke that about four people will understand). Kojima was right – this trailer is full of stuff. And it probably doesn't stop there either. A lot of our guesses may be totally off the mark, but we think everything we've said has a strong chance of being true. Remember – Kojima never lies. He just tells half-truths instead.

Koj says that the location of the next game is revealed somewhere in here.

A not-so-subtle reminder that Kojima's new company is behind *MGS4*.

CQC RETURNS

What happens?
Snake takes down a group of soldiers using CQC (Close Quarters Combat). The moves he uses are from *MGS3*, but we'd expect a whole raft of new moves too.

What does this mean?
We've been playing the old *MGS* games recently after and, having finished *Snake Eater*, it's only now that we realize how important it is. It makes such a difference to the way the game is played and we think *MGS4* needs it to set it apart from the first two games. OK, even if Snake is a clone of Big Boss, genes don't dictate what a person learns, so he mightn't know how to 'do' CQC, but we remain positive it'll appear in some form – even if all they do is flesh out Snake's martial arts moves.

Probability

We really hope they bring CQC back.

T A C T I C A L E S P I O N A G E A C T I O N

METAL GEAR SOLID® 4

NO PLACE TO HIDE?

Snake's back, Kojima's back and together they're going to rock PlayStation 3 – could *Metal Gear Solid 4* be any more exciting?

"What happened to Snake?" "Who are the Patriots?" "So is Solidus dead then?" If you're a *Metal Gear* fan, chances are you've been asking yourself these questions since finishing *Sons of Liberty* four years ago. Well the good news is that *MGS4* has been announced and it'll be a continuation of the main story rather than a prequel. Better yet, Hideo Kojima will be directing again (after saying he wouldn't a few months ago) and it'll be taking advantage of PlayStation 3's ultra-powerful technology. Over the next few pages, we take a stab at guessing just what *MGS4* has in store. Just like Mystic Meg. Only not.

BETTER EIGHT THAN NEVER

Hmm, Konami reveal eight new Yoji Shinkawa character sketches for *Metal Gear 4*. Grab the magnifying glass, it's time to start the PSM2 investigation...

No real footage of *MGS4* was revealed at E3, nor were any hard details, but Koj left us loads of clues in his promotional Kojima Productions brochure, E3 teaser trailer and promo poster. We've picked through them and examined every detail to bring you this in-depth analysis of the next *Gear*. If none of it's true, we'll eat a giant hat.

SOLID SNAKE

Who is he?

The world's greatest soldier.

How does he fit into *MGS4*?

It wouldn't be *MGS* without Snake. Look at what he's wearing – we're undecided on if it's the Ninja suit (very similar pattern on the legs/chest) or a version of Raiden's 'Skeleton' sneaking suit. If it *is* a sneaking suit then he's almost definitely back with the army, despite abandoning them years ago. He looks more grizzled than ever. Maybe age is catching up with him?

The lines on Snake's chest are *very* similar to Ninja's.

MERYL SILVERBURGH

Who is she?

Gun-loving tomboy and Snake's love interest.

How does she fit into *MGS4*?

Snake promised Meryl he'd start a new life, but Nastasha Romanenko's book (she was nuclear analyst in the first *MGS*) suggests the two had a falling out. Knowing Koj, she may be working for the Patriots – if they wanted to get to Snake, they could use his weakness for her.

Meryl is back, but is she still friendly with Snake?

RAIDEN

Who is he?

Hateful former child soldier and 'star' of *MGS2*.

How does he fit into *MGS4*?

At the end of *MGS2*, Raiden's girlfriend Olga fell pregnant. Look at the poster – see the baby in Raiden's hand? We think he's protecting it from the Patriots, because as Olga revealed in *MGS2*, they kidnapped her baby and forced her into working for them. Raiden won't be playable, but he'll definitely be there. Notice he still has the HF Blade – will Raiden and Snake team up again?

Kojima thinks fans will grow to like Raiden this time.

REVOLVER OCELOT

Who is he?

Long-term enemy of the Snake 'clan'.

How does he fit into *MGS4*?

Ocelot has been key in every MGS event, from Big Boss' battle with Volgin in *Snake Eater* to Shadow Moses to stealing and escaping with RAY at the end of *MGS2*. His presence in *MGS4* is no surprise, but is he really himself? To replace the arm Grey Fox lopped off in *MGS*, he had Liquid Snake's grafted on and last we saw, it was actually taking over his mind.

Ocelot has been in almost every *Metal Gear* game.

Koj got the idea for *MGS* while playing hide-and-seek with his son, although he didn't snap his neck or clone three identical lads from him.

HAL "OTACON" EMMERICH

Who is he?

The 'genius' who designed Metal Gear REX, not knowing it was a nuke launcher.

How does he fit into MGS4?

Otacon doesn't seem to be his usual cheery self. We think he might be a villian this time around. Remember, Snake killed his love interest (Sniper Wolf) and indirectly caused the death of his sis, Emma, after failing to rescue her from Vamp.

Otacon has suffered a lot since the first *Metal Gear*.

BIG BOSS

Who is he?

Star of *Snake Eater* and the original badass. Solid, Liquid and Solidus are his clones.

How does he fit into *MGS4*?

After being defeated by Solid Snake in Zanzibar Land, the U.S. Government took posession of his corpse for use in cloning and gene therapy experiments. He looks 'alive' in the artwork, although clearly unfit for combat. Could he be the mastermind behind whichever enemy Snake is facing in *Metal Gear 4*?

Not Solidus Snake, but rather Big Boss, star of *MGS3*.

VAMP

Who is he?

Scary vampire man and killer of Otacon's sister.

How does he fit into *MGS4*?

For reasons unknown – and perhaps explained in *MGS4* – Vamp can't die. This explains how he could return after being shot in the forehead in *MGS2*. Look closely at the MGS4 poster; the bullet wound is still there. Now that Dead Cell are all but gone, his motives are a mystery, but we reckon he's out for Revenge. Perhaps Kojima will have him kill Raiden to please the fans?

Raiden shot Vamp in the face, but he's still very alive.

OLGA GURLUKOVICH

Who is she?

Russian soldier forced by the Patriots to work against Raiden and Snake.

How does she fit into MGS4?

Olga was 'killed' by Solidus Snake, but this is *MGS*, so her return is a possibility. She's wearing robes and a hood, presumably to hide her identity (the Patriots are after her) and may be helping Snake and Raiden rescue her baby.

Look how similar the artwork is... this *must* be Olga.

WHAT DO WE THINK? So, fellas. What will happen in the next *Metal Gear*?

DAN D

I'd *honestly* like to see it set in space like Moonraker (one of Koj's fave Bond films), with Snake wearing tangerine romper suits and battling Big Boss on an exploding space station as it careers into the sun. What'll *really* happen, though, is Snake uncovering the Patriots' legacy in urban environments wearing a variety of disguises (like Dark Man or MI2) in a fully destructible environment. Basically – more organic. It's all about showing off the PS3 hardware, and <cough> 'nobody does it better' than 007 junkie, Koj. That said, I'd love to see Die Hard: The Snake Years. Imagine leaping off skyscrapers as the top floors literally atomise in real-time. Or a 30-player online world where everyone fights it out for the right to 'be' Snake – the online mode in *Subsistence* is no accident.

NATHAN

Metizzle Gezizzle Solizzle: Pimp My Mobile Tank edition. Yep, Kojima has spotted a niche in the market for 'customisable urban warfare vehicle' games and he's going for it on a massive scale. Snake's going to team up with Signit's son, Reverend Big Jazz, who happens to be a bitch-slapping pimp on the Westside. Set in the Californian suburbs, Snake and Jazz – with backup from that skanky ho, Raiden – must infiltrate a crackhouse in search of the scag-fuelled super tank, *Metal Gear*. Complete with 800-inch rims on its ass and an all-leather interior, it's a force to be reckoned with. But that's about to change when Snake, wearing a crushed velvet suit, sets out to bring the punk 'down'. *[Is this honestly the best you can do, Nathan? You're fired. Yes, really – Ed]*

DAN G

Well, it's going to be set in space, isn't it. Or the desert...? Or... um... *the space desert*...? No, I reckon that the 'No Place To Hide Bit' is going to be about hiding in very public places, like crowded streets or office buildings teeming with people. The new 'hiding' is going to be disguise-based – assuming the identity of a person and infiltrating places while in plain sight of your enemies. Disguise-based gameplay in *Metal Gear* first surfaced in *VR Missions* and it's in *MGS3* too. How's this for a scenario? Snake must assume the identity of the head of a huge company. He has to make his way into the building, across the lobby (nodding hello to the security guard), up in the crowded lift, through the typing pool and into 'his' office, all without them suspecting a thing. And then blow it up.

MILF

I want to see more of the destructible scenery hinted at by the E3 trailer. Perhaps the "Nowhere to Hide" tag line is a reference to this? Imagine fighting Metal Gear where every footfall/laser blast of the latest Gear changes your environment and cover options. From what we've worked out from the artwork so far released, it will be good to see how Raiden and all the old characters will be incorporated into the new story and find out what happened after MGS2. I'm a sucker for a good Kojima penned story – literally *anything* could happen. Now the original 'trilogy' of games is over, Kojima can really flesh out the characters even more.

Solid Snake's voice actor David Hayter is also EA Sports' "It's in the Game!" man. He also wrote the excellent X-Men films. Good work.

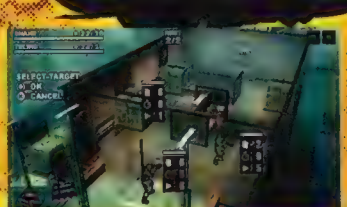
METAL GEAR ACID 2™

The sequel to PSP's *Metal Gear Acid* has also been announced. 'Woo'.

To be honest, the first *Metal Gear Acid* wasn't it all it was cracked up to be. The idea was sound but in execution it was confusing and overly-complicated. *Acid 2* on the other hand is looking a *lot* better. The visuals have been overhauled for one. The game now uses a unique cel-shading-type graphics engine, making it look fat and colourful. They've also tweaked the card system, allowing greater room for strategy and creative play. More card types, more ways to use them and even weapon customization give the game an improved strategic edge. *Acid* is perfectly suited to handheld play – you don't really want to be performing intense, intricate stealth infiltrations with the train wobbling about, after all. The stop-start gameplay lets you dip in and out at will and it may even open the series up to RPG fans previously unmoved by the *MGS* series – it is after all, at its core, turn-based combat. They've also hired *Zone of the Enders* producer Noriaki Okamura, which may explain the anime-inspired look and feel.

There are a lot more weapon cards to use this time.

You can use *Snake Eater*-style CQC against enemies.



Expect indoor and outdoor environments galore.

The neat cel-shaded visuals are stylish and colourful.

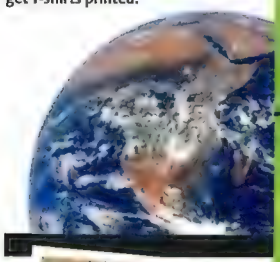
If you mess up your strategy, fight your way out.

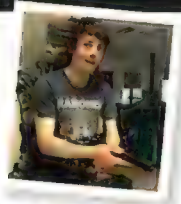
MGS favourite the FAMAS makes an appearance.

In the first *MGS*, Snake was designed with Chris Walken's face and Jean-Claude Van-Damme's body. Hmm, wonder if they tried Chris Waddle's face?

DAVE

Common consensus has it that *MGS4* will take place in a busy cityscape. Leaving aside the possibility that "No place to hide..." means Snake will be skulking around Hyde in Greater Manchester – though having Snake dress up in a shell suit and blend in with the local chavs would be terrific – I'm hoping for somewhere a bit different to the usual LA/New York/London locations. Paris? Berlin? Venice? Plenty of scope to sneak past guards via the depths of the canals, there. Perhaps Snake could go on a world tour. He could even get T-shirts printed.





ANDY

I want to see loose ends tied-up. So little was explained at the end of *MGS2*, and the stuff that was became lost among a mess of double-talk. The return of Big Boss is what interests me most. If indeed he's still 'evil', seeing the guy we all warmed to during *Snake Eater* getting up to no good will be very interesting. Especially if you fight him – how will Snake cope with killing his own *dad*? I also want to see Raiden play a big part in it. OK, so he's a big ponce, but his part in the *MGS* saga runs deep. As long as we don't have to *play* as him...

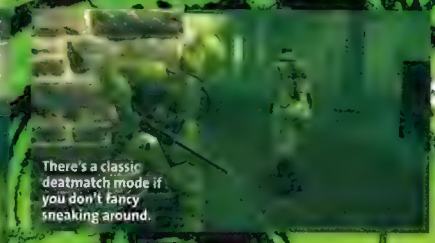
TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID® 3

SUBSISTENCE

It all started with *VR Missions* way back in the days of the first *Metal Gear*, then there was *MGS2: Substance* and now Konami are back with *another* 'director's cut' of our favourite franchise – but this, unlike the previous two, is definitely worth buying even if you already own the original *Snake Eater*. Why? Because you can play online. How cool is that? Especially since all of the features from the single-player game can be used, including CQC and sneak attacks. Not only that, but Koj is experimenting with a new third-person viewpoint in preparation for *MGS4* which will almost certainly ditch the top-down camera of yore. So that means you get to play through the game from a more traditional angle. This is good but won't it makes things a little easy? We'll see.

Playing as an enemy soldier will be an interesting experience for *Metal Gear* fans.



There's a classic deathmatch mode if you don't fancy sneaking around.

Everything you can do in single-player mode you can do online. Great news.

GO FORTH AND MULTIPLAY

As you would expect from the world's most original games designer, Hideo Kojima has made sure *Subsistence*'s online mode is more than just a simple deathmatch. You can play a basic get-the-most-kills game, sure, but the best option of the bunch lets you experience what it's like to be a guard in an area being infiltrated by Solid Snake – who'll also be a human player – and then try and stop him. This is genius and although *Splinter Cell* did the whole spy-vs-good guy thing very well, in the *Metal Gear* environment it'll be much better. Let's hope that there are actually people online to play it with, eh?

Look! It's a guard doing a CQC attack on *Snake*! Expect this kind of madness and more in online mode.

In the Snake Vs. Monkey minigame, Campbell takes a pop at *Splinter Cell* and *Syphon Filter* and mentions 'Gabe' and 'Sam'. Bit cheeky that, Koj.

KOJIMA GRILLED

At E3, we talked to the man himself about what we can expect from *MGS* in the future.

What can you tell us about *Metal Gear Solid 3: Subsistence*?
Since the very first *Metal Gear* we've always released a revision – an upgrade. This is time consuming and distracts us from making other games and we didn't think we'd make one for *Snake Eater*, but at the European launch a lot of people told me they wanted it. But *Subsistence* takes things much further, with online play and a new camera.

Has switching to a third-person view changed the way *Snake Eater* plays?
It's a total gameplay change.The original idea for *MGS4* was to have a third-person camera, so with this, the team and I worked together to experiment with it as preparation for the next game. This means that we can get feedback about the camera before *MGS4* is finished. But the old camera is still in there, so you can switch back and forth at any time.

What can you tell us about the online side of things?
There are two modes. First, battle mode – you select an enemy team (KGB, GRU etc.) and you work together against another team. This is a typical kind of online game. The other mode is called MGO and is very *Metal Gear*-like – one player plays as Snake and the other players control a squad of soldiers. This mode lets you feel what it's like to be an enemy in the *Metal Gear* universe, fighting against Snake. For example, Snake can leave 'sexy' magazines and even if you know that Snake is around, your character will automatically look at it and will be vulnerable to attack. You also get to experience what it's like knowing that under one of those cardboard boxes, Snake could be there.

How will Snake change on PS3?
We're not trying to make Snake look like a real person. We want to concentrate on the movement and animation, making him look more natural, like an actual life-form.

What do you think of the next-generation of consoles?
In the past, creating games was almost like creating movies. First you create a set, meaning you only create things that you can *see* and you don't take much notice of the background.

I don't want to create sets anymore. I don't want artifical trees and land. I want to plant a seed, grow it, water it and see it bloom. I want to make the environment come alive. Like in real nature, if you cut a tree it'll grow back, but if you burn it it'll be dead forever. We will not go any further with sets – we need to create worlds from scratch.

Not just jungles– houses too. In *GTA*, the houses are there, but they're just sets. We want people living inside, so we can create a game that feels alive.

What about enemy AI in the next generation?
In the past, attacking an enemy was pretty straightforward, but in real life there's more psychological elements to it. In a real battlefield, the sound of sirens and gunfire will frighten enemies, so we want to represent this kind of mental battle in *MGS4*. We're planning to hire a real psychiatrist to make sure it's realistic. Not just weapons or how strong you are decide who wins the battle, it's about who controls the fear.

How do you feel about the fans' reaction to Raiden?
Next to Snake he's our favourite character. We think the fans will actually grow to love him in *MGS4*. That's how we're creating him this time.

Is storytelling still important to you?
We will continue the flow of the previous games as far as story goes. I actually think the story is number one priority when it comes to the *MGS* series. This time however there won't be splits between types of gameplay, so it won't be clearly divided into action/stealth/story – we'll give the gamers more freedom within the game world.

What does 'No Place To Hide?' mean?
You saw in the trailer the scene where the wall is destroyed? Well, *MGS4* will have environments that change like that, so there'll be 'no place to hide'...

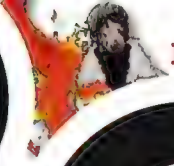
SUB... STI... WHAT?

First off, we must apologise for spelling the name of the game wrongly last month, but it really wasn't our fault – it's such a bastard confusing title, blending the words 'substance' and 'substinence' for very tenuous reasons. So, to avoid further confusion, here's an easy three-step way to remember its pronunciation FOREVER.

GEDDIT?

VAPORISE!
TERRORISE!
HYPNOTISE!
DESTROY ALL HUMANS!
ONE GIANT STEP ON MANKIND
PlayStation.2
XBOX
PANDEMIC

THQ



"THE THRILL OF SMACKING ENEMIES ABOUT WITH A COFFIN"
GUNGRAVE OD PAGE 56

Reviews

PLAYED TO DESTRUCTION BY PS2 EXPERTS

54 MEDAL OF HONOR: EUROPEAN ASSAULT
War is bad. And based on that statement, this is the most accurate war game ever...

58 F1 2005
Last year's F1 came a bit of a cropper at a tight hairpin bend. This year, though, it challenges for first place. Make 'vroom' for our review. <cringe>

75 KING OF FIGHTERS 2002
Well, it might be a few years late, but that doesn't mean it isn't good. It isn't much good as it happens, though, but... well, never mind.

You want more?!
You're the boss, as they say. We've got reviews of *Gungrave OD* (56), *Brian Lara Cricket* (68), *Black Hawk Down* (70) and *Tak 2: The Staff of Dreams* (75). Enjoy.

WELCOME

Originality, eh? Of late, that's a concept progressively buried under an avalanche of *GTA* rip-offs, generic first-person shooters and second rate stealth games. But fear not – some developers have formed a rescue party, grabbed hold of a handy Saint Bernard and marched off to save it from imminent death.

First off, we've got *killer7* from Capcom – a game so original and bizarre it inspired our own grotesque PSM2 Cosplay party. Then there's THQ's *Destroy All Humans,* which not only does exactly what it says on the, er, box, but also injects some much needed humour back into gaming. You can almost smell the fresh gaming goodness poring out of their every pixel.

But there's still an eye-watering stench of crap coming from somewhere. Ah, that'll be the corpse of a once-decent franchise, *Medal Of Honor,* rotting away. Right next to the lifeless body of *Worms*, in fact. Some brands, though, like *Tekken 5* and *F1 2005* show, have – fortunately – still got plenty of life in them yet.

We at PSM2 embrace change. Embrace being 'different'. So we implore you to buy *killer7*. And buy *Destroy All Humans*. And let's just hope this originality thing catches on.

AWARDS

If you see one of these fellas on a review, you know your luck is most definitely 'in'...

PSM2 BRONZE AWARD
Awarded to games that score over 70. A thoroughly enjoyable, solid game and no mistake.

PSM2 SILVER AWARD
Awarded to games that score over 80. A top quality, cracking game is guaranteed.

PSM2 GOLD AWARD
Awarded to games that score over 90. Reserved for true classics – don't expect to see many of these.

PSM2 GAME OF THE MONTH
The best game in the issue. If you're getting only one game this month, get this!

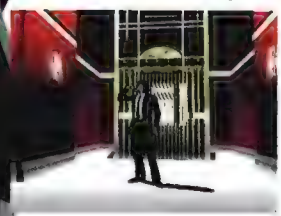
PSM2'S SCORING SYSTEM

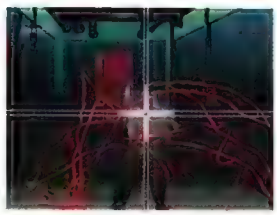
PSM2 is 100% editorially independent and we mark hard, but fair. We know you want buying advice you can trust and that's why when you see a game with a good score from PSM2 on the box, you can guarantee it's going to be worth the price. Marked precisely out of 100 rather than "three stars out of five", here's what those scores mean:

0-29	Shoddy nonsense. If you see a game with a score below 30, move away from the shelf.
30-49	Maybe some fun to be had but the gameplay and design are sure to be seriously flawed.
50-69	No major faults. This is fine for die-hard fans of the genre or if you spot it going cheap.
70-84	Now we're talking. An entertaining game that only just misses out on being special.
85-89	Get your wallet out! A game in this tight scoring band will be a near-classic.
90+	Unmissable. Essential. Superb. Classic. If you're a real gamer, you will need this game.

KILLER 7

It's survival horror at its weirdest, but dare you buy it? We review Capcom's utter mentalfest.





WS

64 DESTROY ALL HUMANS!

★ Wipe out humanity in this hilarious cow chucking, anal probing, body snatching take on the B-movie genre.

71 CRICKET 2005

72 TEKKEN 5

"GIVE US THE FUHRER – IN A MONKEY-NAVIGATED JETPACK – WITH A GLOWING TESTICLE"

MEDAL OF HONOR: EUROPEAN ASSAULT, PAGE 54

74 ANIMANIACS: THE GREAT EDGAR HUNT

62 WORMS 4: MAYHEM

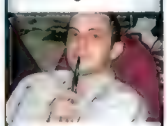
DANIEL GRIFFITHS
EDITOR: Dan bought a pair of strolled garish yellow Puma trainers this month. "What do you think?" he asked. We didn't answer, though. We were distracted by the loss of eyesight.

DANIEL DAWKINS
DEPUTY ED: Dan D shaved years off his age by trimming his beard – but he doesn't have ID to prove his age. Now he pays an old man to buy him his nightly cans of Special Brew.

NATHAN IRVINE
STAFF WRITER: Nate donned a skirt for a cheerleading audition for Man United Soccer Reds recently. He got it, but had to leg it when Wayne Rooney took too much of a shine to him.

ANDREW KELLY
STAFF WRITER: Andy took a whole day off work to wash his mountain of laundry. We've not seen him since. If you see a mountain of crusty pants chances are he's trapped underneath.

DAVID COOK
PROD ED: Dave went to this year's Glastonbury. If you look at the TV footage carefully you can see him crowd-surfing during the White Stripe's set. Naked. And loving it.



JOEL SNAPE
WRITER: Beneath his mild-mannered exterior, Joel is a well-oiled punching machine. He demonstrated his skills recently when he went to a Cage Fighting tournament. The cages didn't stand a chance.

REVIEWED THIS ISSUE

60 SHIN MEGAMI TENSAI: LUCIFER'S CALL

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THE TRUTH

Every game ever reviewed! pg88

U.S.Robotics PSM2 plays online wirelessly with US Robotics hardware

INFOSTRIP DETAILS
Developer: Grasshopper
Publisher: Capcom
Players: 1
Memory Saves: 253kb
Widescreen: No
50-60Hz: No
Surround Sound: Yes

PREVIOUSLY IN PSM2...
"IF YOU THOUGHT SILENT HILL WAS A BIT WEIRD, YOU AIN'T SEEN NOTHING YET"
PSM2#62

"A GAME THAT MAKES NO SENSE AND IS ALL THE BETTER FOR IT"

KILLER7

Silent Hill meets *Resident Evil* meets *Time Crisis*... how's that going to work? Pretty damn well, as it turns out.

PSM2 SILVER AWARD

The amount of predictable, unimaginative toss we have to plough through for review every month is hugely upsetting for us. But then something like *killer7* comes along. Something fresh, stylish and imaginative that reminds us why we play videogames at all in the first place.

We won't bore you rigid with a lengthy plot synopsis – you can find out what the game's about when you buy it – but we will say that it's unlike anything we've ever come across, be it game, film, book or otherwise. All you need to know is that you, wheelchair-bound assassin Harman Smith, can split into seven 'personalities' and that you've been hired to rid the world of evil walking bombs called Heaven Smiles. We'd tell you more, but it'd just confuse things and, to be honest, we'd be guessing, because *killer7* will mean different things to different people. That's half the fun of it – trying to work out what it's all *about*. Or if it's about anything, really. Hmm...

These seven 'personalities', the titular *killer7*, can be called upon at any time during a level by pressing ▶ and choosing from a menu. It's up to you to decide who's best suited to the task at hand. For instance, Coyote Smith (the thief) can pick locks and access hard-to-reach areas, Kaede Smith (the perpetually-miserable girl who doesn't seem to do much of anything) can destroy barriers by slitting her wrists (don't ask why, because we just don't know) and Mask De Smith (the wrestler) uses his brute strength to destroy obstacles in his way.

The other characters' abilities are more combat-orientated. Dan Smith (the cool all rounder) has a quick reload time, making him ideal for close combat, Con Smith (the blind kid) is insanely fast and Kevin Smith (the mute mentalist who can, er, turn invisible – we're not making this up) uses knives rather than guns, so he never has to reload. And no, he's nothing to do with Jay and Silent Bob, before you ask. Cheers.

The last of the seven is Garcian Smith. He's the boss, if you like, and if a character dies, he goes back to the spot where they carked it, picks up their head – which appears in a brown paper next to a chalk outline of their body – puts it in his suitcase and revives them. He isn't much of a fighter and carries a fairly useless silenced pistol, but you only really use him to pick up dead characters, so it all balances out.

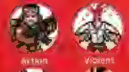
"KILLER7 IS UNLIKE ANYTHING ELSE, BE IT GAME, FILM, BOOK OR OTHERWISE. IT'S MENTAL"

The MON£Y $HOT

Hitting a Heaven Smile's 'sweet spot' makes them explode into a thousand blobs. Not only is this massively satisfying, cool to look at and a real test of skill, it also earns you 'blood points' to upgrade your characters. Excellent stuff.

ENVIRONS MENTAL: Each level gets increasingly bizarre – I like this casino.

GAMEFAX



TRIVBURST

- Seven upgradable "personalities" to choose from in-game.
- Switch freely between first and third-person.
- Collect enemy blood and unlock new abilities.

PUBTALK

The smart arse thing to say down the boozer:

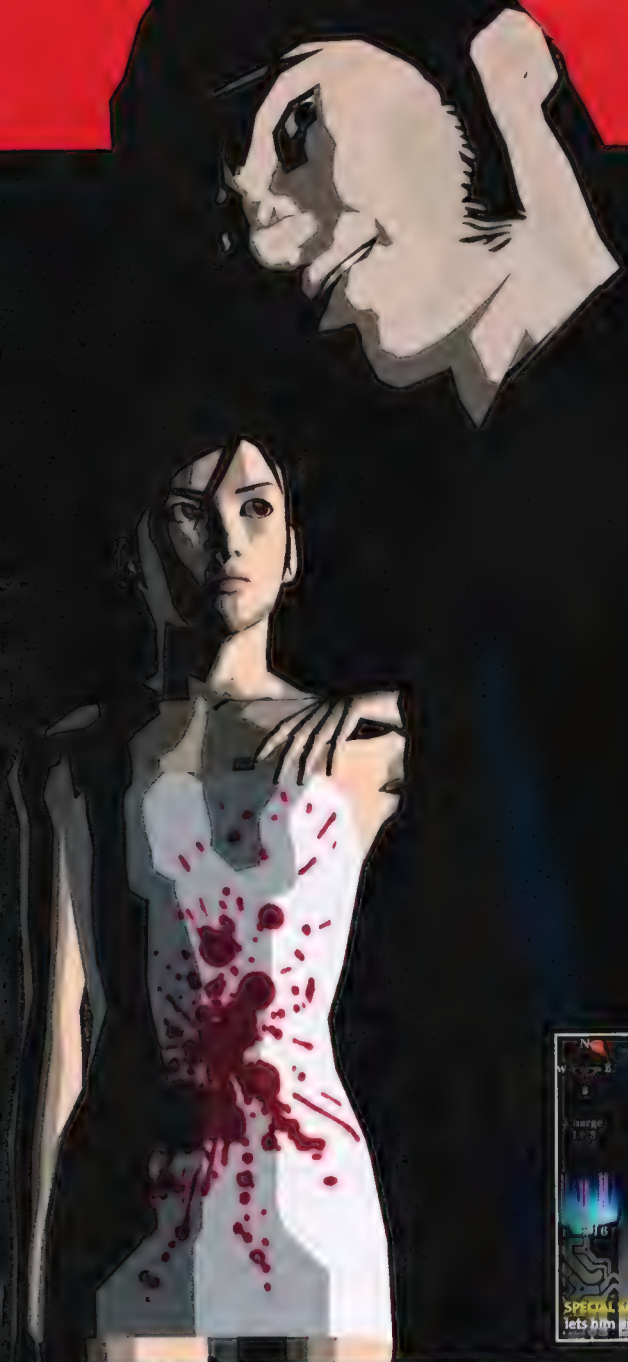
"Director Goichi Suda (or Suda 51 as he likes to call himself) has directed, among other things, obscure Jap arthouse film, Flowers, Sun & Rain."

GAMEPIE

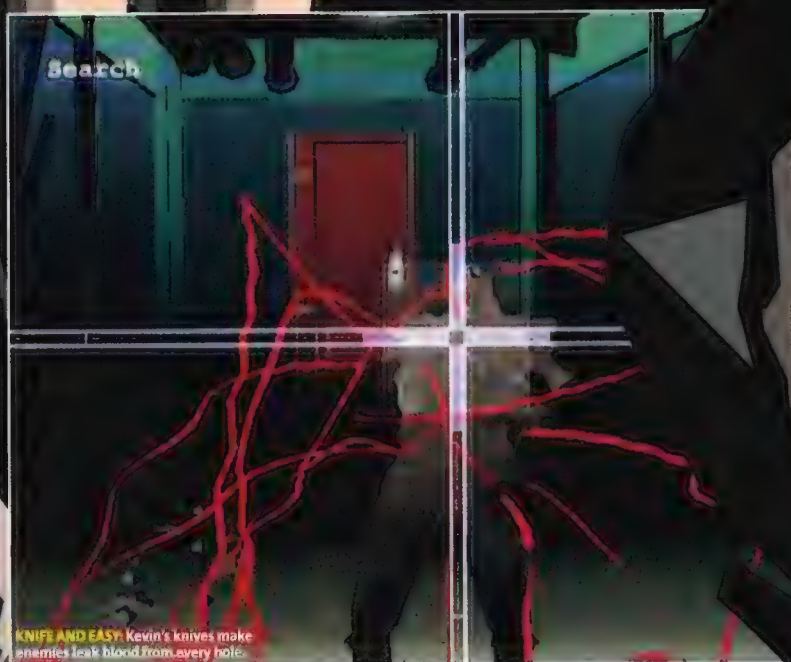
40% Bemusement
30% Frustration
20% Confusion
10% Headaches

TOP FIVE KILLERS

- Ah Jong (The Killer)
- The Bride (Kill Bill)
- Shichiroji (Seven Samurai)
- John Doe (Se7en)
- The Killers



SPECIAL SAUCE: Dan's special move lets him perform a charged shot.

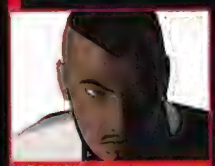


KNIFE AND EASY: Kevin's knives make enemies leak blood from every hole.

SEVEN SINNERS

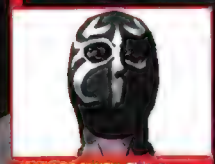
The crazy Smith clan in full – handsome lot, eh?

HARMAN SMITH: Wheelchair-bound anti-hero and the world's most feared assassin. His weapon of choice is a massive anti-tank rifle. The others are his seven split personalities.

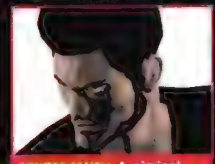


GARCIAN SMITH: The leader of the seven personalities and Harman's loyal servant. He can see through the Heaven Smiles' invisibility camouflage and uses a silenced pistol to eliminate enemies. He can also revive dead characters.

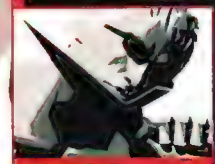
DAN SMITH: An aggressive all-rounder with a bad attitude and excellent dress sense. He carries a custom revolver that only holds six shots but can be reloaded quickly. He's one of the few characters whose past is revealed as you play.



MASK DE SMITH: This ex-wrestler can perform a variety of moves, including his finisher, the Smith Special. He carries a pair of grenade launchers that fire gravity, electric and normal grenades. He can also destroy obstacles with his extreme strength.



COYOTE SMITH: A criminal who grew up on the streets. He's a master thief who can pick locks and is a man who can get you things. His other skill is amazing agility. He can leap up to high areas the other characters can't reach. Steady, ladies, he's imaginary.



KEVIN SMITH: Kevin is a strange albino man who uses knives and can vanish into thin air by taking off his sunglasses. Quite. He's mute, but his excellent combat skills do the talking for him. Also, he never has to reload. Because he uses knives.

KAEDE SMITH: The only female member of the Killer 7. She uses a special automatic pistol with a scope that lets her zoom in for long-range shooting. She can also get past barriers by slashing her wrists and summoning deadly spirits. PMT, eh?

CON SMITH: Blind kid Con has exceptional hearing that lets him 'visualize' sounds. He's also super-quick and can attack with terrifying speed using his twin pistols.

Import Reviews

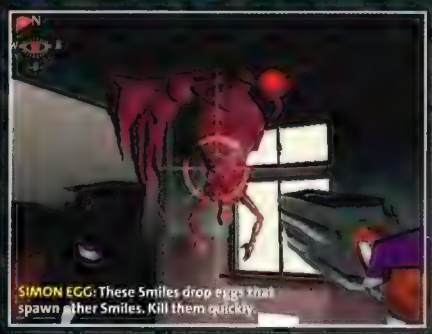
PLAYED TO DESTRUCTION BY PS2 EXPERTS

ENEMY AT THE GATES: As the game progresses, the Smiles get *much* bigger.

LIFE BLOOD

Scoring critical shots (by shooting the glowing yellow blobs on enemies) earns you blood points, which can then in turn be spent on upgrading your characters. You give the blood to a scary surgeon type who puts it through a machine, turning it into 'vials'. These vials are then used to increase power, critical attacks and other facets of your character. The enemies in *killer7* respawn, meaning you can get hold of loads of the claret, but our attempts to increase our stats massively by entering, exiting and re-entering rooms and slaughtering things every time was scuppered – eventually the surgeon's machine breaks and you can no longer level up. This is basically an RPG-style level cap, which prevents cheating. Nice work. It's good to see a game making you play *properly*.

SWEET AND TWO VEG: Hit the Smile's 'sweet spot' and it'll die instantly, giving you loads of extra blood points in return.



SIMON EGG: These Smiles drop eggs that spawn other Smiles. Kill them quickly.

CAR WARS: Garcian's massive suitcase is used to pick up and revive dead Smiths.

PACKED LAUNCH: Mask's grenade launcher is super-powerful.

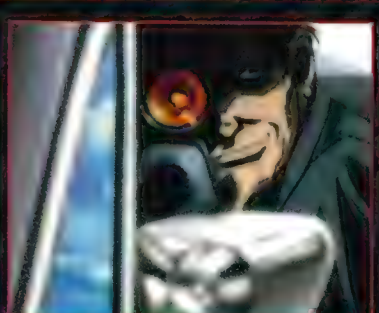
Moving your character around is, of course, highly unconventional. To walk, you hold down the ⊗ button. That's it. The character finds his own way around the area, with you choosing where they go next and what to examine by selecting a 'shard' from a menu that resembles a plate of shattered glass. It's a little clumsy at first, but you soon adjust to it and find yourself flicking through the menu almost subconsciously.

To defeat the Heaven Smiles you have to hold R1 and flip into first-person mode. Initially, they're invisible so, when you hear their distinctive cackle, tap L1 to 'scan' the area and expose them. Each Smile has a 'sweet spot' signified by a glowing yellow blob and a hit there results in an instant kill, but otherwise they take a few shots to go down. If they get near you, they'll grab hold of your character and explode, so the idea is to waste them as they stumble towards you. If you're quick

ART AND SOUL

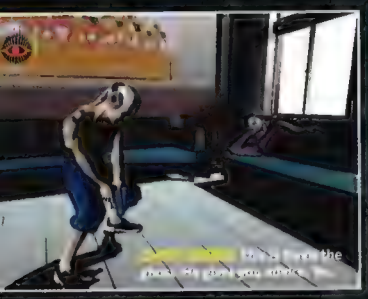
Talented UK-based art blokes Unit 9 have designed some stunning anime cut-scenes for *killer7*. They set the tone perfectly and look utterly lovely. Japanese production company XEBEC, the guys behind numerous popular TV shows including the legendary Neon Genesis Evangelion and the bonkers Cowboy Bebop, were also involved. Capcom haven't pulled any punches with production values and *killer7* sparkles with polish throughout.

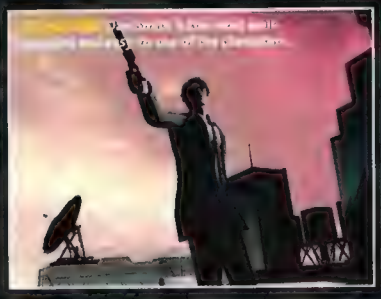
HOLD THE PHONE: In a gruesome scene, this guy is sniped from afar and explodes into a shower of blood.



GUN HOLE! The quality of the animation is up there with the best animes. The production values are huge.

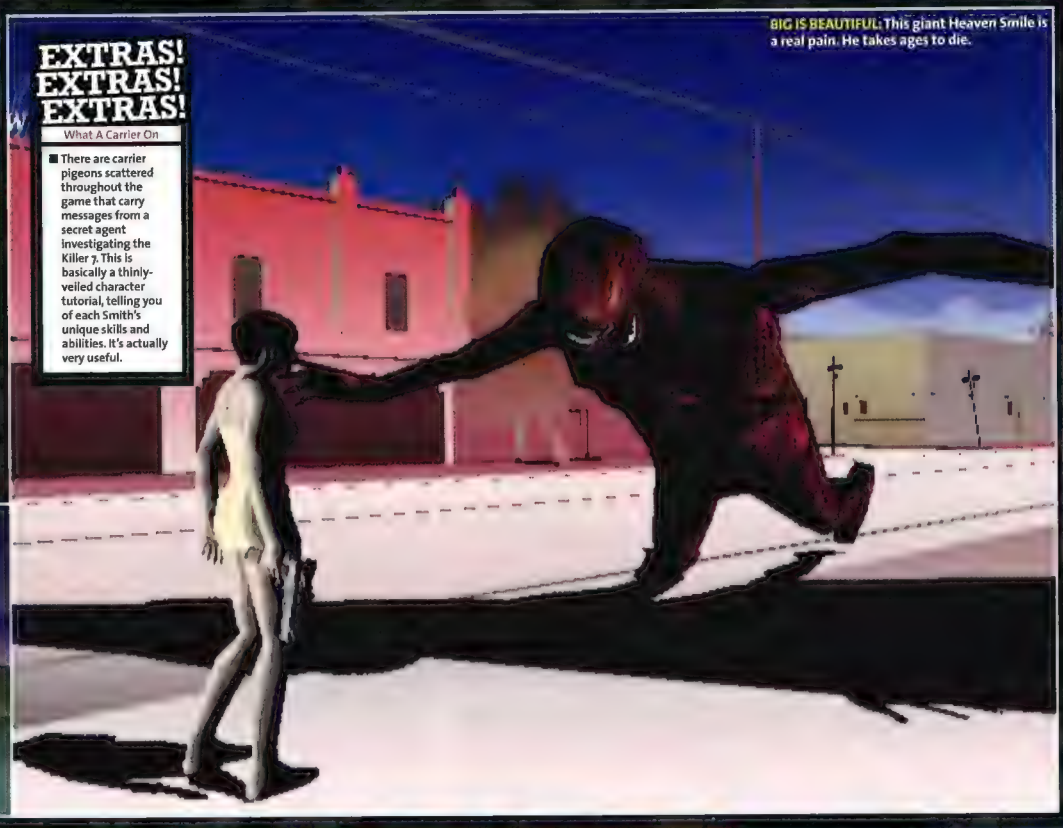
SMILE LIKE YOU MEAN IT: This Heaven Smile grins and then explodes, blowing up the United Nations HQ.





TELLY ADDICTS

Each level contains a 'portal' that leads to Harman's room. In here you can save (by talking to his insane assistant, Samantha – she beats Harman and, er, has sex with him, wheelchair and all) and, more importantly, upgrade his alter-egoes through a TV set by giving your blood points to a creepy-looking surgeon. As your characters' stats increase, new moves and skills are unlocked including the useful 'down attack' that lets you destroy enemies whose legs you've shot off if they get to close for comfort.



BIG IS BEAUTIFUL: This giant Heaven Smile is a real pain. He takes ages to die.

EXTRAS! EXTRAS! EXTRAS!

What A Carrier On

■ There are carrier pigeons scattered throughout the game that carry messages from a secret agent investigating the Killer 7. This is basically a thinly-veiled character tutorial, telling you of each Smith's unique skills and abilities. It's actually very useful.

SCREENAGE KICKS: Before you fight a boss, you transform back into Harman. His anti-tank rifle is absolutely *massive*.

DOWN BOY: This is Kaede's 'down attack', if a crawling enemy gets too close, she stamps on its head. Very *Resident Evil*.

"IT'S LIKE AN ENDLESS HARROWING NIGHTMARE – GENUINELY UNNERVING"

enough, you can retaliate with a counter-attack (hit ⊗ when the screen flashes), but this can be infuriatingly difficult to pull off.

The Smiles come in numerous shapes and sizes, ranging from bog-standard shuffling zombies and evil beach balls (yes, that's right) to diminutive flying demons and spider-like gargoyles that surge towards you at terrifying speeds. But they all have their weaknesses and, even if you can't figure them out by yourself, a quick chat with freakish leather-clad ghost Iwazaru will reveal all. Ghosts play a big part in *killer7* – as well as Iwazaru (who dishes out advice on enemies and combat) there's Susie and Yoon (a decapitated head and a mask-wearing spectre respectively) to help you solve puzzles, Travis, a helpful chap who reveals parts of the plot (he was the Killer 7's first victim apparently) and Kess, a floating corpse who hints at bosses' weak points.

So far, so weird. But that's what makes *killer7* so absorbing. Like *Silent Hill* before it, *killer7*'s use of sound and atmosphere is genuinely unnerving. It's like some kind of endless, harrowing nightmare where everything exists to confuse and fluster, even down to the text on memos and documents which bobs up and down for absolutely no reason. In one particularly rattling scene, the sound of a man screaming plays constantly in the background. And we mean *screaming* – a piercing, ear-splitting *shriek*.

Horrible, and the least of *killer7*'s oddness – we can barely describe some of the later stuff, which includes men being shot in the face then merrily chatting away like nothing happened and a talking head rolling around in a tumble dryer. If *Silent Hill* got to you, this'll drive you *mad* – and not because it's particularly scary, just because it's so twisted and oblique.

You go through the game in the same way as the *Resident Evil* games – work your way through a building, pick up clues, solve puzzles, unlock doors, defeat enemies – so, despite the outlandish visuals, at its core it's very, very familiar, even down to the elaborate logic puzzles and memo-collecting. It suffers from repetition too – there's a whole lot of trekking back through identical-looking corridors. And it's all too easy to get lost in them – it's positively maze-like sometimes.

But even if you are a *Resi* fan, you'd do well to consider your options before buying *killer7*. Take a look at your games collection. If you're looking at copies of *Ico*, *Beyond Good & Evil*, *XIII* and *Disgaea*, then you're the experimental type who'll appreciate its charms. Otherwise, you mightn't be able to stomach the madness. **Andy Kelly**

■ *killer7* gets a UK release on July 15th

LEVEL HEADED: The environments are varied and a joy to look at. *Most* of the time.

PSM VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Completely original and challenging. – You can't move while you shoot.	+ Stylish and unlike anything else on PS2. – We really can't complain. It's gorgeous all the way.	+ Absorbing, atmospheric music. Very nice. – Typically duff Capcom voice acting.

LIFESPAN

The game is split into 10 levels and will last about 20 hours. There isn't much to do afterwards, so replay value is questionable.

0 YEARS

IT'S BETTER THAN...
RESI OUTBREAK: FILE 2

IT'S WORSE THAN...
SILENT HILL 2

PlayStation 2 PS2

Completely unhinged and unique in every way – except the gameplay, which can feel a little familiar. Still, it's like nothing else on Earth – well worth it.

85

INFOSTRIP

DETAILS
Developer: Electronic Arts
Publisher: Electronic Arts
Players: 1-4
Memory Save: 167kb
Widescreen: No
50-60Hz: No
Surround Sound: No

QUESTION...
What's the (incredibly tenuous) connection between this *MOH* and everyone's favourite psychedelic bowling movie The Big Lebowski, directed by the Coen brothers?

PUBTALK
The smart arse thing to say down the boozer.
"Heinrich Himmler, the sadistic head of the Nazi SS, was once a chicken farmer."

GAMEFAX
Shit / Sequel
Violent / Hard

TRIVBURST
- Nine dedicated multiplayer maps and nine different gameplay modes.
- Story written by John Milius, writer of films like Apocalypse Now and, er, Conan The Barbarian.

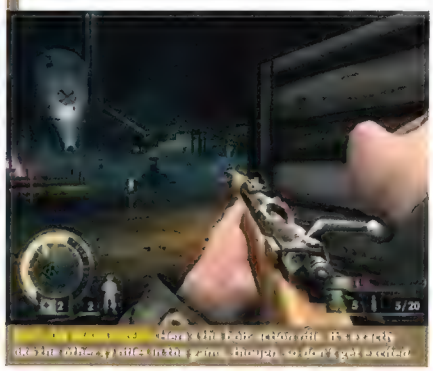
The MON£Y $HOT
Ideally, you'd order your men down there first to blow away the enemies, but they'd just all get shot to bit. You may as well do it yourself. Sigh.

ARMY MEN: You could order your men to help here. But they'd die.

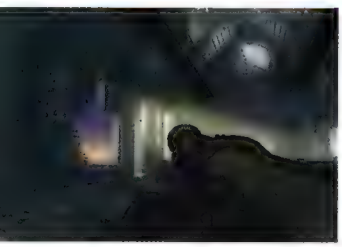
WATCH IT ON THE DVD VIDEO

STICK IT UP YOUR ARSENAL

"35 weapons!" squeals *Medal Of Honor*'s manual. Well, yeah, but they're all pretty much the same. Do you opt for the wonky machine-gun or the bolt-action rifle? Or the slightly faster-loading but worse-scoped bolt-action rifle? Slightly arbitrarily, you can only carry two at once – whether that's an M-1 anti-tank launcher or a pistol – so expect to run out of ammo painfully often.



Here's the bolt-action rifle. It's exactly like the other 47 rifles in the game, though, so don't get excited.



PLANE CRISPS: Planes explode in a fairly attractive fashion.

"WHO WON THE BLOODY WAR, ANYWAY?"

MEDAL OF HONOR: EUROPEAN ASSAULT

But it still stars an American, of course. Ho-hum...

Real war, as everyone knows from the telly, is shit. Confusing, messy, full of senseless death and overshadowed by a sense of utter futility, it's probably the most harrowing experience man can undergo. So – and hands up if you didn't see *this* coming – let's congratulate EA on making the most realistic war game yet. Or rather, let's not.

Things start badly. After fighting through the D-Day landings (*Frontline*) and the attack on Pearl Harbour (*Rising Sun*), you'd be forgiven for expecting a Hollywood opening to kick off, but the opening assault's a massive damp squib. There's a shortage of set-pieces in general – *MOH*'s oft-criticised linearity's been replaced with more open-plan environments and (theoretically) more opportunities for strategic planning. It's also the first *MOH* to offer 'proper' team-mates – ones that fight and react to bullets properly, rather than remaining inexplicably invincible until their pre-scripted deaths. Notice that we didn't say 'intelligent' team-mates – because they aren't. Leave them to their own devices and they'll happily scamper towards the nearest machine-gun post, coming back with their health in the red and trying to guilt-trip you out of precious medical packs. Use your sole 'command' (a click of L2) to *order* them forward, though, and they suddenly get reluctant, preferring to shimmy about in front of you, shoving their arses in the sights of your scoped Enfield like Anneka Rice with a death-wish. Trust us – it's less annoying when they're dead.

Another concession to realism is the crouch-'n-peek aiming system. In theory it's perfectly sound – machine-guns are unreliably wobbly and the Germans are perfectly capable of shooting you

"THEY SHOVE THEIR ARSES IN YOUR FACE LIKE ANNEKA RICE"

TOP 5 ASSAULTS

- Assault and battery
- Assault on the senses
- Assault and pepper
- Smelling assaults
- Assault-an of Brunel

GAMEPIE

30% Getting shot.
30% Getting 'revived'.
20% Cursing your 'team'.
10% Hunting for ammo.
10% Laughing at the foolishness of the adrenaline system.

ANSWER...

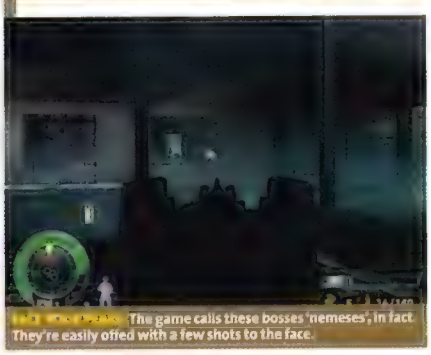
Screenwriting gun nut John Milius – who scripted *European Assault* – is a close friend of the Coen brothers and allegedly inspired the character of 'Nam vet, Walter.

MUZZLE HILL: It's best to provide covering fire – your men still die, but it looks nice.

WHAT A LOAD OF GOEBBELS

There are bosses in *European Assault*. But let's be honest – what's the point in a WW2 game that doesn't let you fight Hitler – or at the very least, Goebbels – as the ultimate adversary? Come on, EA – give us the Führer in a monkey-navigated jetpack with a solitary glowing testicle as his weak spot. Scheisse!

[illegible]: Here's a boss battle. With a man. In a room. With some crates. And not, say, Hitler or anyone.



[illegible]: The game calls these bosses 'nemeses', in fact. They're easily offed with a few shots to the face.

ROCK AROU[illegible]: The sun sets on another carnage-strewn [illegible]

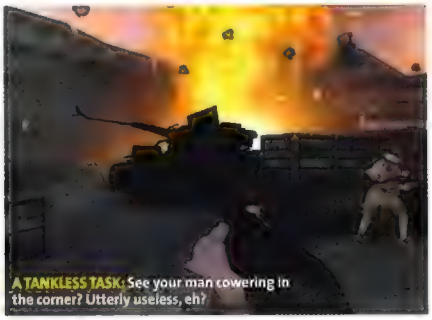
THOROUGHLY MODERN MILL-IE: There's a lot of nice scenery in *European Assault*.

when you're out in the open, so the best way to proceed is crouching behind scenery and peering out with L1, shooting everyone in the head with a chunky bolt-action rifle. In practice? Well, thanks to the colour of A) the German uniforms, B) almost every level and C) the omnipresent fog, you're left shooting at light grey blobs on a dark grey background through a veil of middling-grey mist, occasionally having your view obscured by a team-mate's charcoal-grey buttocks. Toss in the fact that the Nazis can pick you out like you're wearing a fluorescent traffic cone playing the Crazy Frog ringtone and things rapidly get unfair. One burst of mid-range machine-gun fire's enough to kill you, but instead of taking the sensible approach – putting one or two checkpoints in each level – EA have included a bizarre 'revive' system of extra lives that means you basically die, then come back to life... and carry on getting shot. Often, without any ammo, too – we've literally had to bludgeon half a dozen Nazis to death with a rifle butt simply because they only drop ammo at random, which can lead to massive shortages of kit. Worse yet is the insane 'adrenaline' system, which simultaneously cheapens the realism *and* gets you killed by giving you *just enough* invulnerability to, for example, charge into a pack of Nazis – who'll shoot you to death the instant it wears off. Ultimately, then, every level boils down to hiding behind scenery, occasionally poking your head out and watching in horror as your team-mates get shot, then firing near-blind at movement and muzzle-flashes. Which is realistic, but also even less fun than it sounds because of the awful visuals – muddy textures and power-ups that look like the development team drew them at midnight on launch day. Sigh.

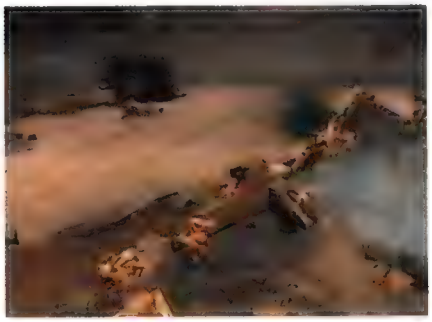
"YOU'RE FIRING AT LIGHT-GREY BLOBS ON A DARK GREY BACKGROUND"

In the face of recent sterling war games, this is very poor indeed – and it's certainly the worst *Medal of Honor* yet. Avoid this like you would a real war – there's probably a documentary about Nazis on the telly, anyway.

This is losing Honor *right now.*



A TANKLESS TASK: See your man cowering in the corner? Utterly useless, eh?



PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ The peer-n-squint shooting's quite tense. – But tedious after six near-identical levels.	+ It's just as drab as a real, actual war. – So really, really drab, then...	+ Lovely stirring music on the title screen. – Nowhere near enough 'neins' and 'scheisses'.

LIFESPAN

Tough, but only until you resign yourself from standing miles away and shooting at movement.

MINUTES ——— YEARS

IT'S BETTER THAN...
ARMY MEN GREEN ROGUE

IT'S WORSE THAN...
CALL OF DUTY

A step back for the *MOH* series – it's more like a 'proper' FPS, but suddenly we actually miss all the gung-ho pre-scripting. Good god, y'all... and so on.

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DETAILS
Developer: RED
Publisher: Play It
Players: 1
Memory Save: 348kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Anime artist Kousuke Fujishima, the creator of hit series You're Under Arrest, helped Yasuhiro Nightow design *Gungrave*."

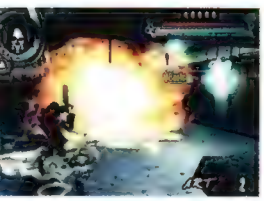
GAMEPIE
40% Spinning around.
30% Dancing.
20% Smashing things.
10% More dancing.

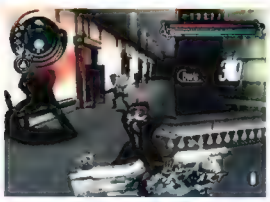
GAMEFAX
Action / Budget / Violent / Manga

TRIVBURST
- Play as one of three different characters.
- Designed by legendary anime producer Yasuhiro Nightow.
- Earn style points and unlock special moves.

The MON£Y $HOT
If you stand still and keep on firing, Grave starts dancing around like a mental. Utterly pointless and daft, but a thrill to watch anyway.

"WHO NEEDS GUNS WHEN YOU'VE GOT A COFFIN-SHAPED ROCKET LAUNCHER?"





BEAT AND GREET: Collect beat points to unlock powerful new moves.

ART OF THE MATTER

As well as beat points (earned by shooting objects/people in quick succession) you can also pick up 'art' points by performing stylish moves and combos. So if you charge up to an enemy, shoot him about a bit, whack him with your coffin, flip behind him and finish him off you'll get loads of art points. Accumulate enough and you can level up your current demolition shot, as well as unlock new ones, like the bullet dance.

GRAVE DANGER: The graveyard level serves as a tutorial. It's a bit dull.

GUNGRAVE OD

Overdose in Japan becomes *OD* here. And twenty nicker for one of the sexiest shooter on PS2? Ace.

What *Gungrave* lacks in depth it more than makes up for in elegance, flair and style. It's so effortlessly cool, from the outrageous weaponry (coffin-shaped rocket launchers and electric guitars) to the stylish, whirling gunplay that makes The Matrix look half-arsed in comparison. This is thanks to legendary anime producer Yasuhiro Nightow (of Trigun fame, Manga fans) – his distinctive design style makes it hard not to be suckered in by such a unique aesthetic.

But the truth is that, although people peering over your shoulder might think you're Lord of Games as you demolish baddies by the mortuary-load, there really isn't much to it. Jabbing ◻ fires your guns, ◎ unleashes your demolition shot (more on that later) and prodding ⊗ lets you perform *Max Payne*-style skips and leaps.

To all intents and purposes, *Gungrave* is a classic shoot-'em-up along the lines of *Gradius*, but viewed from a third-person perspective. You weave between enemy shots, collect powerups and hammer the fire button until everything on screen disappears. Every enemy you kill and every item you destroy releases 'beat' points that add to your demolition meter, letting you deliver a devastating special attack that clears the screen.

Naturally, these look unspeakably cool, especially the amazing 'bullet dance' that sees Gungrave pirouette round the room, unloading hundreds of rounds of ammo into the enemy. It's a shame they're so superficial – all you have to do is point at whatever you want to kill and the game cuts in and does the complicated stuff for you.

We do like the destructible environments, though. One level in particular, the supermarket, is a joy to destroy. It also earns you valuable beat points, adding to your chances of unlocking another oh-so-vital demolition shot. The game also lets you play as two other characters, Rocketbilly Redcadillac <ahem> and Juji Kabane, each with their own weapons – an electric guitar and a sword/gun combo respectively. We always opt for Grave, though. Rocketbilly's electric guitar, although fun to watch, is fairly useless in execution and Juji's samurai sword doesn't quite match up to the thrill of smacking enemies about at close-range with the coffin.

Like *Metal Slug 3*, *R-Type Final* and *Gradius V*, *Gungrave OD* will appeal to a very specific type of gamer. It's a short-lived arcade shoot-'em-up with no pretentions, which is actually quite refreshing. You'll plough through it in about four hours and the action can become repetitive, but for however long it lasts it's pure, shameless fun. Especially for a mere £20. **Andy Kelly**

Gungrave is out now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Hugely intense and pretty addictive. – Repetition sets in a little bit too quickly.	+ Looks utterly fantastic throughout. – Some people just can't stomach cel-shading.	+ Good voice acting and in-game music. – Repetitive enemy voice samples grate.

LIFESPAN
For all its flair, *Gungrave OD* is criminally short. In fact, you can tear through the entire game in an abysmal three to four hours.
MINUTES — YEARS

IT'S BETTER THAN...
BLOWOUT

IT'S WORSE THAN...
GRADIUS V

It's only £20, and if you're an anime or a shoot-'em-up fan then it'll have instant appeal. Otherwise, it's too short and simple. Fun in short bursts.

71

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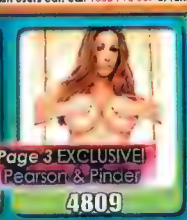
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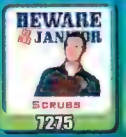

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3.	8371	WILL SMITH	Switch
4.	8353	50 CENT	Candy Shop
5.	4698	MARIO	Let Me Love You
6.	5401	ICE CUBE	You Can Do It
7.	7451	EMINEM	Mockingbird
8.	8098	XTM &DJ CHUCKY	...Wings of Love
9.	7874	DJ SAMMY	Heaven
10.	5872	SCOOTER	The Logical Song

A'N'B Top 10

1.	8371	WILL SMITH	Switch
2.	8353	50 CENT	Candy Shop
3.	4698	MARIO	Let Me Love You
4.	5401	ICE CUBE	You Can Do It
5.	7451	EMINEM	Mockingbird
6.	3563	EMINEM	Like Toy Soldiers
7.	8250	BLACK EYED PEAS	Dont Phunk With...
8.	5275	CIARA	1 2 Steps
9.	4658	NELLY FT TIM MCG.	Over Over
10.	1493	SNOOP DOGG	Sign

Fart Top 10

1.	4082	SOUTH PARK FART SONG	
2.	4079	BURP BOY	
3.	3120	BLOW RASPBERRY	
4.	2362	WATERY FARTY	
5.	2351	BARF	
6.	2247	SIZZLING FART	
7.	2492	BURP-ALICIOUS!	
8.	3846	GO PEE	
9.	5186	ON FART FOR MAN	
10.	2385	FART & BURP MAN	

REAL Top 10

1.	1259	AKON	Locked Up
2.	2219	GORILLAZ	Feel Good Inc
3.	6157	TONY CHRISTIE	...Way To Amarillo
4.	2221	THE GAME	Hate It or Love It
5.	2222	THE CORAL	In the Morning
6.	8759	EMINEM	Mockingbird
7.	6874	BODYROCKERS	I Like The Way
8.	2224	K. OSBOURNE	One Word
9.	6191	WILL SMITH	Switch
10.	6162	50 CENT	Candy Shop

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1106 Avid Merrion
1071 Bear (Bo)
2381 Borat (Ali G)
1150 Frodo and Gollum
1143 Kat Slater (Bo)
1069 Mel b (Bo)
1067 Michael Jackson
1159 Ozzy Osbourne
1151 Alan Partridge
1102 Ali G
9035 Kenny Craig
9038 Marjorie Dawes

Crazy Tones

5417 Mad Cow
5416 Crazy Frog
2492 Burp
5467 Dog Eats Frog
5565 Kill All Phones
5982 Disco Chick
2518 Creepy Door
5095 Scary Voice
5563 Torture Tone
2507 Alien Talk
2510 Baby Sound
2487 Ambulance
2518 Creepy Door
2537 Godzilla
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6177	BLOW OUT	2842	SHOWER TIME
5398	BOUNCY MELONS	6287	SKI JUMP
5400	GIRL MATES		
5406	GIRL PALS		
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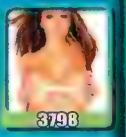
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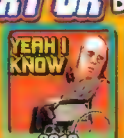

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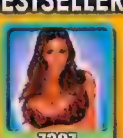
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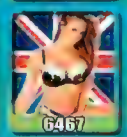
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INFOSTRIP

DETAILS
Developer: Sony
Publisher: Sony
Players: 1-10
Memory Save: 347KB
Widescreen: No
50-60Hz: Yes
Surround Sound: Yes

QUESTION...
Which current Grand Prix track has the most turns and how many are there?

PUBTALK
The smart arse thing to say down the boozer.
"The first ever F1 champion was Nino Farina. He had a mishap-filled career but 'met his maker' in a road accident in the French Alps."

GAMEFAX
Driving
Official License
Steering Wheel
Network

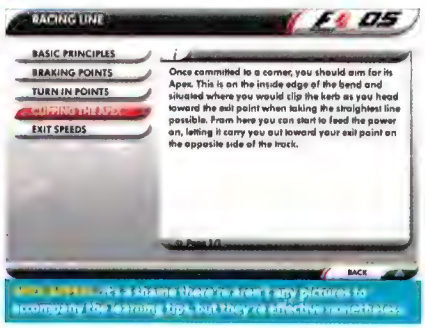
TRIVBURST
- Participate with all the teams, cars and drivers from this season's line-up
- Race on the new Istanbul track before its professional debut on August 21st

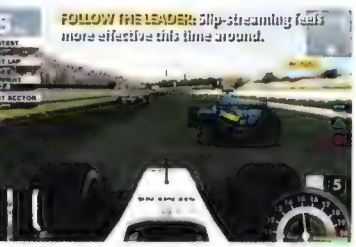
STEERS AND GEARS: Each car has manufacturer has different controls.

The MON£¥ $HOT
It's what you've been speeding round the track like a madman for – the podium finish. Crack open the champagne and bask in your own brilliance. This is especially fun if you've inserted your own face into the game via EyeToy Cameo.

BE AN F1 BOFFIN

Ever sat at home and pondered over the rules of F1 until the early hours of the morning? No, nor us. But that hasn't stopped Sony condensing the F1 rulebook and allowing gamers to understand the ins and outs of the sport a little better in Learning and Tips mode. As well as telling you what different coloured flag signals mean, it also works as a handy little reference book for cornering advice. Ideal bedtime reading. Maybe.


RACING LINE
F1 05
BASIC PRINCIPLES
BRAKING POINTS
TURN IN POINTS
CLIPPING THE APEX
EXIT SPEEDS
Once committed to a corner, you should aim for its Apex. This is on the inside edge of the bend and situated where you would clip the kerb as you head toward the exit point when taking the straightest line possible. From here you can start to feed the power on, letting it carry you out toward your exit point on the opposite side of the track.
BACK
...it's a shame there aren't any pictures to accompany the learning tips, but they're effective nonetheless.


FOLLOW THE LEADER: Slip-streaming feels more effective this time around.

"HAVE SONY FOUND THE SECRET FORMULA?"

FORMULA ONE 05

Shocker – PSM2 spotted riding Jordan. And Ferrari. And Toyota.

REAR OF THE YEAR: This year's cars look realistically wider. Check out that fat ass.

Last season's sub-standard F1 outing span headlong into a wall of rubber tyres. But wait, what's this? With a swift counter-steer manoeuvre and a serious pitstop overhaul of last year's problems, *F1 2005* just about manages to cling onto the tarmac beneath its wheels.

Just to recap, *F1 2004* was ultimately disappointing, a lacklustre iteration of the previously astute F1 series. The cars and tracks were unnaturally thin, invisible buffers needlessly guided you round the track – even with the driving aids turned off – and the shallow online content involved nothing more than setting lap times against ghost cars. All that, and the handling was frustratingly twitchy too. Since last year, though, the franchise has limped into the pits, been tweaked, tuned and polished and roared out the other side in considerably better condition. The handling is responsive, courses and cars are now properly in proportion and there's even room for a ten-player online mode. Brilliant.

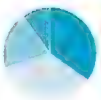
The improvements are just what this series needed. *F1 2005* now plays like a complete all-you-need package with delicate touches that make for a far more enjoyable F1 experience than before. Take the new camera gimmicks for example. Blazing down the straights of Magny-Cours at speeds usually reserved for jet planes thrusts the visuals into a combination of zoomed focus and blur that make it feel much more like you're actually in the cockpit. You can almost feel the G-force tugging at your cheeks.

As we mentioned, *F1 2004* was littered with unwanted driving assistance that couldn't be switched off. Thankfully, this has gone. For all of you that think you could drive better than Button, try switching off these aids and you'll find you probably can't even drive as well as Mr Magoo. Without the traction control, your tyres screech and spew smoke into the ether as you gun the

TOP 5 GP WINS

- Michael Schumacher – 83
- Alain Prost – 51
- Ayrton Senna – 41
- Nigel Mansell – 31
- Jackie Stewart – 27

GAMEPIE



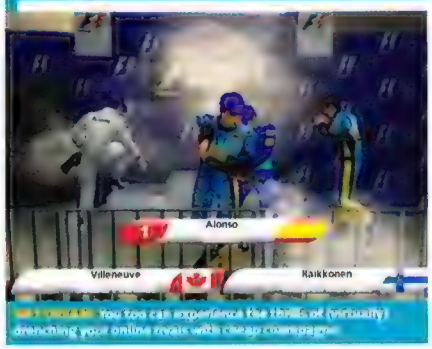
35% Hitting the accelerator
35% Hitting the brakes
20% Hitting G-Force
10% Hitting another car

ANSWER

Of course (no pun intended), it's the Spa track of Belgium – with a dizzying twenty-one twists and turns.

FORMULA ON(E)LINE

In PSM2#52 we mentioned that we'd love to line up against a full grid of human players in the online mode. And guess what? You can... almost. Ten real players can now race online with the rest of the field being handled by the AI. And, we're please to report that it works. This is the future! Or something.


Alonso
Villeneuve
Raikkonen
You too can experience the thrill of (virtually) drenching your online rivals with cheap champagne.

acceleration from a standing start. Slow down too late and that steel barrier will be crushing your visor in an instant. Yes, full sim mode will definitely test your driving resolve. At the other end of the experience ladder, with the aids on, you'll still need to steer, accelerate and brake, but the AI will ensure you don't end up looking like a post-impact crash test dummy. There's even a coloured indicator to represent the racing line, just in case you're struggling to get to grips with a particular track. Perfect for gradual skill progression.

One area still in need of a little work is the career mode. Don't get us wrong, the interaction between your agent and yourself is nice, but it feels empty. All the race transitions take place in a bog-standard email format and there's no visual representation of your agent. Just her text, saying things like, 'Don't forget your trial with Ferrari today!' as if any wannabe F1 racer would ever let that slip their mind because they're watching a particularly gripping episode of Hollyoaks. It's a shame, because a cut-scene of Eddie Jordan introducing you to the media would make you feel much more like a living, breathing up and coming racer. *TOCA 2* does it, so why not *F1 2005*? At least you can insert your face in there via EyeToy Cameo so podium finishes show your doppelganger picking up his trophy and spraying the crowd with copious amounts of bubbly.

"MAKES FOR A FAR MORE ENJOYABLE F1 EXPERIENCE THAN BEFORE"

For now, *F1 2005* is the closest you'll get to experiencing the sport on PS2. From the chatter of the pit-crew resonating around your helmet to the air-stream billowing off your rear wing at 180mph, it's certainly in pole position – but you can't help but listen to that niggling voice that suggests, with some tinkering in career mode, it could have been just that little bit better. Still, excellent stuff for budding Schumachers. **Nathan Irvine**

F1 2005 is out now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ High-speed action for pros and novices alike. – Career mode still needs some tightening.	+ Sparkling looks and a great sense of speed. – The scenery is a little one-dimensional.	+ Engine roars and pit crew noises are spot on – The commentary is oddly sporadic.

LIFESPAN

You can unlock legendary cars and tracks and you can challenge for the number one spot on the online virtual leaderboard.

MINUTES ... YEARS

IT'S BETTER THAN...

F1 2004

IT'S WORSE THAN...

GRAN TURISMO 4

While this will only ever appeal to F1 aficionados it's the package they've been waiting for. Great for hardened racers, but still excellent for novices as well.

83

DETAILS
Developer: Atlus
Publisher: Ubisoft
Players: 1
Memory Save: 171kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer
"True Goddess Metempsychosis? Metempsychosis is the Buddhist belief of reincarnation. Yep."

GAMEPIE
33% Killing demons.
33% Recruiting demons.
33% Fusing demons together to make bigger demons.

GAMEFAX
RPG
Japanese
Sequel
Scary

TRIVBURST
- There are over 100 demons to recruit into your party.
- Four-player battle royal.
- The first in the series not to have a first-person perspective.

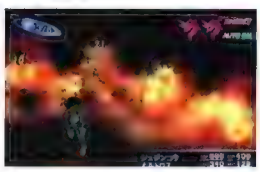
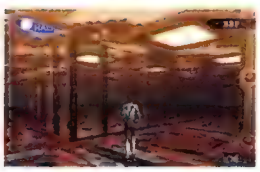
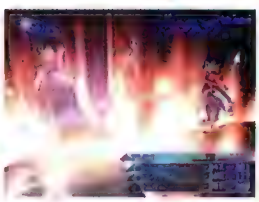
PSM2 SILVER AWARD

The MON£Y $HOT
Here's your unnamed hero looking a bit pensive. Still, if you were the last human in post-apocalyptic Tokyo, you'd be a bit pensive too.

GOING DEATH: "Who are you?" "I'm Death!" "Yes, I'm a little hard of hearing myself."

DANTE'S PEEK

Apparently, a game's just not a game these days unless it has a special guest star from another title. Heihachi Mishima from *Tekken* showed up in *Soul Calibur II*. *Ape Escape's* monkeys provided light relief in *Metal Gear Solid 3: Snake Eater*. But the most sought after A-list gaming celeb to make a cameo appearance in your game seems to be Dante from *Devil May Cry*. Dante's been pimped out before to *Viewtiful Joe*, but he pops up again in *Shin Megami Tensei* – and can become an enemy or an ally depending on your actions.

"IF LUCIFER CALLS, **TELL HIM I'M NOT IN**"

SHIN MEGAMI TENSEI: LUCIFER'S CALL

It's Pokémon meets Silent Hill. Catch 'em all and then slaughter 'em... in an abandoned hospital.

The MegaTen series, as it's affectionately known, has been around for 18 years. If you include the three main games, *Lucifer's Call* being the third, and all the spin-offs, there's been over 50 released in this wildly popular series. So why have you never heard of it? Because not a single one of these games, until now, has seen the light of day in Europe. So what have we been missing all this time? Well, as it turns out, quite a bit actually.

For a start, you can shave that beard off and toss your sword away. There'll be no toddling round medieval villages, racing of oversized chickens or fannying about with magical princesses here. *Shin Megami Tensei* is set in present day Tokyo and you won't be trying to save the world because it's too late. Before you can reach for your Sword of Wounding +5, you'll see Tokyo destroyed, lose your humanity, become a demon and be set the task of creating a new world – and there'll be no band of colourful mercenaries to help you. It's just you and whatever slavering monsters you can get on your side.

The atmosphere of the game breeds genuine fear, with its over the shoulder camera and eerie desolate locations, as you make your way around what remains of old Tokyo, talking to the disembodied spirits of surgeons in a hospital or a DJ in a club. Walk through a door and you're suddenly in a blood-spattered dungeon talking to a creepy Victorian child. It's less *Final Fantasy*, more disturbing nightmare.

The battling is worlds apart from most RPGs. You recruit your party by talking to a demon during battle that you like the look of and cajoling them into joining you by bribing them with items or money – or occasionally answering a little morale-boosting pop quiz. From then on, that demon is in your crew and will level up, learn new skills and occasionally evolve into a bigger and better beast the more you use it in battle. There's a limit to how many you can recruit, but you can clear space by fusing demons together, carrying over some of their skills to create new species. This 'Monster Rancher' approach is one of the most compulsively fun turn-based battle systems we've ever come across.

It's been a long time coming but Europe's membership to the MegaTen club has finally come through and we strongly suggest you use it. If you think you know your RPGs, get ready, because *Shin Megami Tensei* is going to rock your world. In a very strange way, of course. **Kirsten Kearney**

Shin Megami Tensei is out on July 1st.

PSM2 VERDICT

GAMEPLAY
+ Huge depth and complexity.
– High difficulty level – not for the casual gamer.

GRAPHICS
+ Great cel-shaded character design.
– Backgrounds are shabby next to the characters.

SOUND
+ Suitable rock, techno and trad Jap music.
– There's no voice acting at all.

LIFESPAN
There's 50 hours of challenging stuff here. With five endings and two difficulty levels, there's every reason to take a second spin.

LAME / YEARS

IT'S BETTER THAN...
SUIKODEN IV

IT'S WORSE THAN...
FINAL FANTASY X

An eye-opening challenge for RPG veterans who are sick of the same old stuff. Newbies might want to start off with something less unusual, mind.

85

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260419

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260325

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Vegas styled game ensures quick fire action & a chance to beat the house by drawing any one of nine hands!

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A classic game. Simple geometric blocks made of four squares fall down the screen.

260368

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This game captures the user with its well polished game play and guarantees hours of fun!

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Take your team of 15 players through 5 divisions to become soccer manager Champion!

260227

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The ultimate resource of the art of lovemaking is now available on the palm of your hand!

260338

Pamela vs Jordan

260349 — Set these girls free & In return they will give you some special impressions of themself! — 260356

BUBBLE GUN

Bubble GUN is a puzzle game where you must pair up 3 or more balls of the same colour.

260433

MICROGOLF

MicroGolf's unique Bluetooth mode allows two players to compete against each other!

260423

XXX2 THE NEXT LEVEL

Daries has been picked by super-secret government agency "xXx" to foil a military coup.

260450

HAPPY TREE FRIENDS

Hit as many obstacles as hard as possible to get the highest score, score high to unlock more obstacles!

260422

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Sensible Soccer is the most popular, most playable, best selling 2D football game of all time.

260390

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Play classic versions of draughts, dominoes and backgammon alone or against friends!

260395

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260366

DRIVER 3

Play as Tanner, undercover cop and action hero, and bring down a car theft ring on the city!

260311

GRAND NATIONAL

This game features a Quick Race, Grand National and Training mode.

260421

LORD OF THE RINGS

Lead Aragorn, Frodo, Gandalf, Gimli & Legolas in to a battle for the survival of Middle-earth.

260370

PUB DARTS

Step up to the board and play the classic game of darts on your mobile phone.

260299

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Find clusters of similar coloured cells and blast them off the screen. You have to work fast!

260383

BUFFY

Play as Buffy - kicking demon butt! Walk, run, climb, and jump through 5 levels!

260380

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260379

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260424

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You arrive at the site of a crime. After a quick briefing, take your position at the rooftop.

260357

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Wicked courses, side-scrolling 2-D action and the sickest combos all at your fingertips!

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It's our planet, It's their war. Whoever wins...We lose. Which one is stronger, smarter, faster?

260348

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INFOSTRIP

DETAILS
Developer: Team 17
Publisher: Codemasters
Players: 1-4
Memory Save: 181KB
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Did you know there are 4,400 species of worm? No? Then I don't suppose you know there are 2,700 varieties of earthworm then."

GAMEPIE
80% Blowing stuff up.
10% Collecting ammo to blow more stuff up, before, ultimately...
10% ...being blown up.

GAMEFAX
Strategy | Sequel
Stupid | Easy

TRIVBURST
- Customise your weapons of destruction.
- 15 challenges and 25 brand new missions.
- New weapons, including the ground shattering Concrete Donkey.

The MONEY SHOT
They look stupid – and boy have they got annoying voices – so what better than a couple of shotgun blasts to their wormy chests?
200
04
27:52

"PASS THOSE WORMING TABLETS, PLEASE"

WORMS 4: MAYHEM

No-one wants to have worms and no-one needs this, either.

1995. The year that Robbie Williams left Take That. Microsoft supremo Bill Gates released another operating system. And the world was introduced to PlayStation. It was also the time we had our first taste of *Worms* – not literally, thanks – and multi-player games became a happier place. *Worms* was a 2D strategy-em-up containing pink wrigglers and a fondness for wind-assisted combat. Fast-forward a decade and here's the fourth installment – if you discount 'offshoots' like *Worms World Party* – and a game with more issues than Robbie Williams in his Jesus Juice heyday.

Frankly, the series should never have gone 3D and *Worms 4: Mayhem* does nothing to alter that view. The blocky battle areas are difficult to navigate, thanks to a mixture of poor camera angles and the worms' inability to climb objects properly. The view of the gamefield is marginally better than *Worms Forts*, due to the new overhead blimp view, but it's just not intuitive enough. You always seem to be looking away from the action, even when you do use R3 to recallibrate the camera to face where you're heading.

The create-a-weapon mode is fantastic. You can design your own grenade, missile or airstrike – including raining fetid excrement from the heavens. But not even the Holiest of hand grenades could explode the flaws in the gameplay.

Inexplicably, there's a plot loosely based around some mad scientist bloke wanting to take over the world. But what's the point in knowing that? All you need to know is that, whether it's a motorway bridge, café or a JCB, you'll be levelling it. Well, either that or a) collecting objects under timed conditions, b) scrambling to a specific area or c) twatting other worms with baseball bats. There's fun to be had – who doesn't like killing worms? – but, pointless plot aside, the game's not exactly breaking new ground. Well, it is in the *literal* sense, but you get the point. It's the best of the 3D Worms games, but bereft of *genuinely* exciting new ideas almost ten years on.

Although in multiplayer *Worms 4: Mayhem* really extends its entertainment value, it's not enough to justify parting with thirty notes. And with PS2 owners not being able to take part in online fun, there's just no reason to open this particular can of worms. Nathan Irvine

Worms 4 wriggles into stores on July 22nd.

DRESS TO KILL

Customising team and individual worm names has always been a feature in the *Worms* series, but this time it's gone one step further. As well as the create-a-weapon mode, you can also fit your soil dwellers up in clothing. Yep, now you can dress your worms in fancy hairstyles (an afro, for example), give them a pair of aviator sunglasses and make them talk in a squeaky cockney accent like Mickey from EastEnders. It adds a nice personal touch to your squard.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Weapon-heavy action in a turn-based style. – Haven't we seen this too many times before?	+ The worms are nice and bold looking. – Basic and uninspiring blocky surroundings.	+ Some nice voice samples for the characters. – Talking like Roadrunner – "mee-mee". Why?

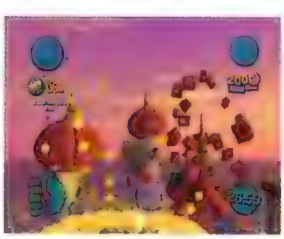
LIFESPAN
Get some mates round and this game will provide hours of fun for all. But playing through the story mode will grate and frustrate.
HOURS | YEARS

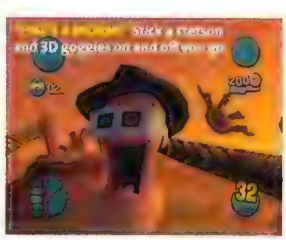
IT'S BETTER THAN...
WORMS: FORTS

IT'S WORSE THAN...
ORIGINAL WORMS

Oh, look, can we stop with the *Worms* titles now? If the game was 2D and still included the customisation options that this does, then it'd be a blast. But it's not.

47



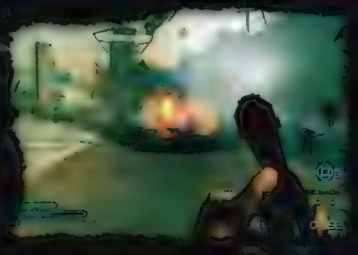


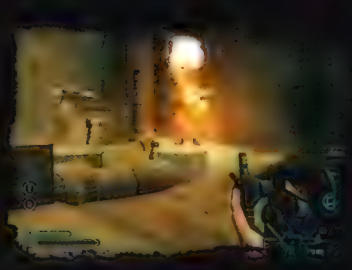
Captured, tortured, left for dead...

... you await execution in a Chinese prison. However, a friend from your military past arranges your escape setting off a chain of events that could rock the very foundations of global security and wreak chaos on a worldwide level.

"Sony's Console may finally have its FPS Golden Gun" Edge

"One great big, grin inducing, gun-crazy spectacular" Official Playstation 2





COLD WINTER

Mission Start: 03.06.05

18

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PLAYSTATION 2

DETAILS
Developer: Pandemic
Publisher: THQ
Players: 1
Memory Save: 113kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

PREVIOUSLY IN PSM2...
"PROMISES TO BE A CARTOON ALIEN MOVIE SQUEEZED INTO YOUR PLAYSTATION"
PSM2 #16

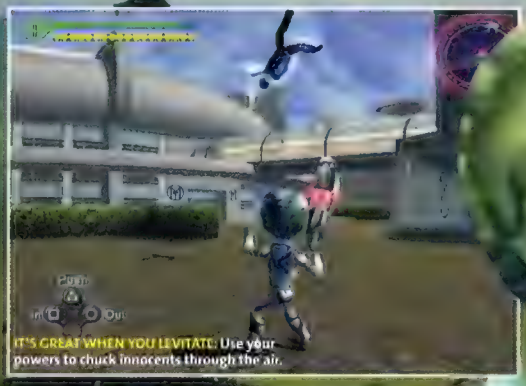
GENRE
Action/Adventure
Funny
Violent
Addictive

TRIVIURST
- Play as the alien and wipe out all the humans.
- Make people's heads explode with mind-control.
- Disguise yourself as any passer-by that's, er, passing-by.

"LOOKS LIKE WE'RE ALL DOOMED, THEN. STILL, WE PROBABLY DESERVE IT"

DESTROY ALL HUMANS!

What *all* humans? Even Rachel Stevens? Well, if that's what the Martian overlords of this much-anticipated alien B-movie game demand...



IT'S GREAT WHEN YOU LEVITATE: Use your powers to chuck innocents through the air.

Heroes are rubbish. No-one wants to be a do-gooding, chisel-jawed boring bloke helping grannies over the road and thinking that wearing your kecks over your trousers is perfectly normal behaviour. That's why no-one's given Superman a thought in ages; that's why Batman's gone all 'dark' in his new film – making him more than just a flying-rat obsessed freak with a homo-erotic taste in all-over rubber; that's why we loved the outrageous brutality of Frank Castle in *The Punisher* and, in ignoring the concept of 'heroes' entirely, it's why *Destroy All Humans* is so appealing.

Too often, game characters appear to be almost an afterthought – look at the generic corrupt cop stereotype of *NARC* or blank, zombie-eyed stare of Nina Williams in *Death By Degrees*. You don't want to be these people, hence you don't want to play their games. There's no actual character in these characters. Which is, to be fair, where you get is the fantastically bitter, twisted and contemptuous Crypto, a creature whose opinion of our race is as low as the ratings for Celebrity Love Island. He's brilliant. "Little green men!" howl innocent passers-by. "I am *not* green!" he spits in response. "And if you keep saying I am, I'm going to tear off all your limbs *with my bare hands*!" He loathes us humans. "Can't I just blast 'em all?" he begs his leader, Pox, every time he's landed with a stealth mission instead of a carnage job – and the temptation just to let him off the leash is hard to resist.

It's Crypto that first draws you in and it's Crypto that makes you keep playing onwards.

Which, if you think about it, is a worry. A terrific character is hugely important, certainly, but when he's the major selling point, as Crypto is, it means, basically, the game itself isn't as appealing as the star. Because, when you really *look* at *Destroy All Humans*, it's quite basic – destroy buildings in your flying saucer, blast humans with your big guns or take on homo sapien garb to wander past fairly dumb enemy agents. The game cycles round these three scenarios and, once you're used to each, there's rarely any need to adapt to and learn new ways of play.

The bulk of the game sees Crypto on foot, playing with his weaponry and his psychic abilities. Yes, you might be sick of games with psychic abilities (*Psi-Ops*, *Second Sight*, even the gravity gun in *'Splitters 3* is basically the same thing), but fret not – however, we'll come back to those later. The reason Crypto's on the rampage through this 1950's B-movie setting, by the way, is to reclaim the DNA of his species, the Furons, from us humans. Years ago, see, they implanted monkeys with their

PSM2 SILVER AWARD

TOP 5 HUMANS

- Stefan Dennis
- Cheryl Tweedy
- Inspector Gadget
- Captain Birdseye
- Jesus

GAMEPIE

50% Gleefully chucking people and cars all over the shop

40% Empathising with Crypto's plight.

10% Getting annoyed with the stealth bits.

PUBTALK

The smart arse thing to say down the boozer. "Although people claimed to have spotted aliens long before, the first properly documented UFO sighting was at Mount Ranier, USA in 1947. Kenneth Arnold said he saw nine circular craft, all flying in formation. He probably didn't, though, *because aliens don't exist.*"

The MON£¥ $HOT

This is a good example of the saucer sections. Here, Crypto burns a perfectly nice fair to the ground in an act of sheer, unadulterated spite. These bits are good fun, and often frantic.

"CRYPTO IS FANTASTICALLY BITTER AND TWISTED. HE'S BRILLIANT"

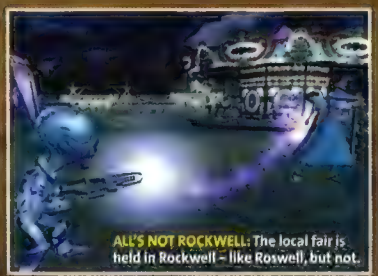
ACID HOUSE

Deoxyribonucleic acid, that is, or DNA. *Destroy All Humans* is all about collecting DNA. This is generally done by using your powers to, well, burst open human heads and pick up their brain stems. You use this DNA to buy upgrades from Pox – you'd think he'd be happy to simply give you bigger guns to help him achieve his ends, but no. You can also go back and do side-missions in each area, with DNA as prizes. These are all of a theme – race between checkpoints, kill enough humans in a time limit, blow up enough buildings in a time limit. Unfortunately, Pox often announces he wants another ten billion brains before you can move on, forcing you to go back and repeat the same side-missions over and over before you can advance. Aggravating.

Crypto uses his psychic powers to burst the head of a poor lady passer-by and seize her brain. How ungentlemanly.

MODESTA MASSACRE II
CRUSH THE SPIRIT OF THE HUMANS BY DESTROYING THEIR PRECIOUS FEMALES!
DESTROY 12 FEMALE HUMANS
TIME LIMIT: 1:30
REWARD: 200 DNA
START CHALLENGE
DECLINE CHALLENGE

The side missions are all of a theme. They're OK, but you're forced into playing them a bit too often.



ALL'S NOT ROCKWELL: The local fair is held in Rockwell – like Roswell, but not.

A man from Majestic chases Crypto through the flames.

ALL IN THE MIND

As you'll have gathered, Crypto's psychic abilities are of massive importance in *Destroy All Humans*. As well as simply being able to lift people (and cars, tanks and cows) off their feet and chuck them through the air, you can read their minds for clues or hypnotise them and either send them to sleep, make them unlock doors or simply create a diversion – generally, they'll do a little dance that makes everyone around stop and watch. You can even do it to the cows – hence that poor beast on the previous page. And, of course, you can make people's heads burst. All great fun, but sometimes they just take far too long to execute.

Making cars fly is great fun, and you can throw them at big groups of enemies into the bargain.

This bloke with the yellow blob over his head has been hypnotised into causing a distraction.

...ore send ...able Crypto's weapons.

The Zapo-matic has a long range, but is weedy.

genes, for fear that their alien race might die out – and now that's just what's happening and they need that DNA from the now fully evolved monkey (that's us) to clone themselves. And so Crypto has to, well, brutally remove our brains to get it. He's also determined to bring a halt to the devious plans of shadowy organisation, Majestic, who kidnapped one of Crypto's Furon brethren when his ship crashed on Earth. Saying more would spoil it, though, and it's a good story that we wouldn't want to ruin for you.

The on-foot sections see Crypto ordered to either just run riot and blow everything up, read people's thoughts for clues as to how to complete objectives, or lure them back to your flying saucer for some extensive probing – which, sadly, you don't get to see. Generally, this all works well – there's a good range of weapons to be employed, from the bog-standard Zap-o-matic laser gun to the powerful Disintegrator, which turns its targets into a pile of bones and ashes. You can pick up people and cars (and later on, tanks and the colossal giant robots Majestic employ) with your psycho-kinetic abilities and chuck them about with mad abandon. And it all works very well – in fact, it's an absolute riot – although in taking at least a full ten seconds to off someone, the Zap-o-

"A GREAT TOYBOX LED BY A GREAT CHARACTER"

OH, THE HUMANITY!

Pandemic man Derek Proud talks us through the basics of *Destroy All Humans*

BLAST OFF

"The Hypno Blast allows the player to implant a command into the much less evolved human brain, which they will then follow. General commands are 'sleep' or 'distraction', but there are also mission-specific commands available, such as 'unlock the cage' or 'go to my spaceship for a probing.'"

A CUNNING SCAN

"Scanning is one of the most fun things to do in the game. It lets you peer into the innermost thoughts of the humans and can also give you hints about the location of people or things, passwords to secret meetings or secret plans of the humans."

DNA-OK

"Thousands of years ago, the Furon race passed through the Solar System and seeded some monkeys with their DNA. Now, after years of nuclear war, they need that DNA to reproduce – and it's contained within the humans. *DAH* is set in '50s America, a time when UFO mythology was starting to take off – the perfect place to set the game."

FURON THE RUN

"The game is a collective brain dump of lots of movies. The Furon look – small, grey, big eyes – comes most famously from Whitley Strieber's book and film, Communion. Alien abductions, probing, cattle mutilations, government agency cover-ups – all these things feature in the game."

UFO MY GOD

"The game was originally pitched as just flying a spaceship over Earth, but we quickly found out it needed something more. At this time, we started talking about getting out of the ship and roaming about – then we started to incorporate UFO mythology. So we decided we had to make this the focus of the game."

EXTRAS! EXTRAS! EXTRAS!

Glee Movie

■ You can unlock all sorts of things as you play, from game trailers and developer interviews, to the trailer for the archetypal B-movie, Plan 9 From Outer Space. Top stuff.

mentis ridiculously short. As we said, basic, but the joy that the developers clearly had in creating their 50's setting – incorporating generic suburban towns, a fairground, a secret US base and a hick farmyard, among others – shines through. It looks lovely too – though there's some noticeable pop-up from time to time.

As for the flying saucer bits, these are a straightforward case of simply blasting everything in sight, razing buildings to the ground. They're fun, and in later stages, massively difficult, but never all that exciting, sadly. And being able to adjust the camera so you could see farther ahead would have been a plus.

It's the stealth sections that are the biggest problem, though. You're often required to disguise yourself as a human – target a passer-by and press ◎ – to sneak past Majestic guards and discover secrets. But adopting a disguise drains your 'concentration level' massively and if it hits bottom, you turn back into Crypto again. You top it up by reading minds of the people around you – but you have to do this so often, it becomes a chore. And each time you hear what they're all thinking – sometimes funny, sometimes just grating – and, though there's a lot of variety, there's not enough to stop them repeating fairly quickly. Much worse, though, is that you often have to use your powers to hypnotise someone into, say, causing a distraction and letting you sneak by – but this takes so much off your concentration, you're likely to run out just as you do it – achieving what you need, but at the cost of becoming Crypto again and having your cover smashed. Fortunately, however, the AI isn't exactly great, meaning you can often just run round the corner, turn on a new disguise and then meander back the way you came. Hmm.

Still, *DAH* manages to paper over its imperfections by being hugely enjoyable, by having a good story, by revelling in its madness and having a *soul*. The stealth parts are a bit dodgy, but they're not bad, and you'll never tire of simply hurling humans and machines around the place. In that respect, it's one of the greatest toyboxes on PS2, led by one of the greatest characters. Yes, it's flawed, yes, it's basic – but sod it, it's also terrific *fun* and, without doubt, deserving of your attention. And we didn't mention Mars Attacks once this tim... damn. **David Cook.**

■ *Destroy All Humans right now. Destroy them!*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Loads of destructive fun and a great character. – The stealth sections don't gel too well.	+ Looks lovely – just like a proper B-movie. – There's a bit of pop-up going on now and then.	+ Crypto's sneering, snarling drawl is a joy. – But isn't he just a tad over-American?

LIFESPAN

There's loads of stuff to see and unlock so, although you might not take that long to finish the main game, you'll come back again.

SHORT LONG YEARS

IT'S BETTER THAN... PRIMAL

IT'S WORSE THAN... GOD OF WAR

A game whose flaws you can overlook in the face of the love that's been put into it, with a character instantly elevated into the PS2 Hall of Fame. Really rather fine.

83

INFOSTRIP

DETAILS

Developer: Swordfish Studios
Publisher: Codemasters
Players: 1-4
Memory Save: 334kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK

The smart arse thing to say down the boozer.
"Brian Lara scored the highest Test inning with 400 *not out* against England in Antigua. Yet he never played Kwik Cricket."

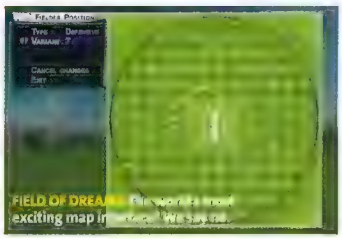
GAMEPIE

30% Batting
30% Bowling
40% Thinking about the Ashes instead.

GAMEFAX

TRIVBURST

- Play at Edgbaston, The Oval and Newlands.
- Choose Big Hitting slog-mode difficulty level.
- A create your own player mode, natch.
- Real cricket ball licenses!



The MON£Y $HOT

Smashing the ball through the covers for the century and thunderous applause. While Aggers tells you just how great you are. Ah.

TV REPLAY

Presentation-wise *Brian Lara* bowled us over with loads of 'as seen on TV' camera modes. Hawk-eye, the ace bowling analysis system, is in to check LBW decisions and ball flights and third umpire replay decisions are used too. There's also picture-in-picture mode to keep an eye on running between the wickets when the ball's out in the field. For your audio pleasure, Tony Greig, Ian Bishop, Jonathon Agnew, Bill Lawry and David Gower all serenely pass judgement on your skills.

TECHNO JOY: Gorge yourself on the wonders of Hawk-Eye as seen on Channel Four. Pretty colours makes it 'really exciting'.

"HIT IT OVER THE FENCE"

BRIAN LARA INTERNATIONAL CRICKET 2005

A Lara, Lara fun? More like a Lara disappointment.

It's been seven long years since Brian Lara rocked up on PSone. Seven years since Codemasters did the impossible and made cricket into a storming videogame. Here's a sport so monumentally dull that even paying fans get through the day by reading the paper, guzzling over-priced lager and dicking about in conga lines, entirely and deliberately oblivious to the action in the middle. But *Brian Lara Cricket* was synonymous with sweet console action, make no mistake. Sadly, like an aging prize-fighter coming back for one last pay day, this doesn't quite deliver the goods.

Since EA used huge wads of cash to snaffle up the major cricket licenses, the Codies have picked up the more minor ICC Champions Trophy and ICC World Cup, ensuring that those particular tournaments are played out with proper player likenesses. We can't imagine the cream of the cricketing fraternity being especially delighted with the outcome, though – with the notable exception of Shane Warne, who's obviously shed a stone or five. The cricketing options available are extensive, letting you set up your own ashes tour, unlock classic scenarios, practice in the nets and even play "double cricket" – a two over multiplayer slugfest. All with *PES* style player misnomers – step forward Vorner, Flantiff and Triscathack...

That never held *PES* back, though, but what that game nailed was gameplay. Here, it's only halfway there. Bowling against the computer is a joyless and monotonous affair, with wickets rarer than Gizmondo fanboys. Keeping the score down is possible, but getting the AI players out is stupidly hard, bordering on random. Yet batting is compulsive, despite some fielding set-ups meaning consecutive boundaries occur slightly too often. Out in the field, perfectly competent catching and throwing mini-games are spoilt by fielders running in random directions like school kids chasing shots going out for four. There are other flaws – repetitive shot lines, strange fielding positions, occasionally crazy animation and utterly underwhelming graphics. Yet *Lara* retains some charm in multiplayer. Games with mates become a *Virtua Tennis*-style battle of wits and balls.

As far as cricket goes, this is worthy of a rental to cheer you up as Australia score another real-life humiliating Ashes victory. If you want to invest time in a serious cricket sim, though, EA's latest offering gets the nod. **Pete Webber**

■ Brian *gets stumped on July 21st.*

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Batting is good with few problems. – Bowling is not and has lots of problems.	+ Decent batting and fielding animations. – Flat, and barely recognisable players.	+ Commentary from the likes of David Gower... – ...but David Gower is a dislikeable toff.

LIFESPAN
Potentially the longest and most exhaustive sports game ever made. The bowling will stop you finding out, though.
MINUTES ——— YEARS

IT'S BETTER THAN...
EA CRICKET 2002

IT'S WORSE THAN...
EA CRICKET 2005

There's flashes of the old magic here, but Swordfish need to spend some serious time on their technique before they can recapture this franchise's past glories.

60

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see details below

Ringtone Charts

	polyphonic	monophonic
1) Akon - Lonely	Song4450	Song4460
2) Eminem - Mockingbird	Song4451	Song4461
3) Tony Christie - To Amarillo	Song4452	Song4462
4) 50 Cent Ft. Olvia - Candy Shop	Song4453	Song4463
5) Coldplay - Speed Of Sound	Song4454	Song4464
6) Amerie - 1 Thing	Song4455	Song4465
7) Gorillaz - Feel Good Inc.	Song4456	Song4466
8) B. E. Peas - Don't Phunk	Song4457	Song4467
9) Gwen Stefani - Hollaback Girl	Song4458	Song4468
10) Audio Bullys - Shot You Down	Song4459	Song4469

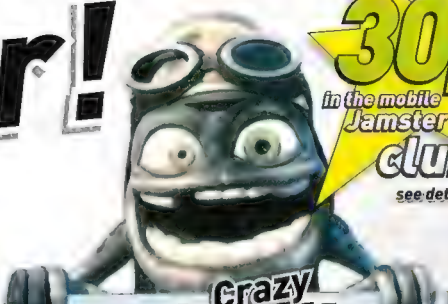
OUT ON MAY 23RD!

Videoringtones

Crazy Frog Axel F

Frog6378

Crazy Ringtones	polyphonic	monophonic	realtone
Axel F	Frog6374	Frog6379	Frog6383
Ringading	Frog6375	Frog6380	Frog6384
Speed	Frog6376	Frog6381	Frog6385
What's Going On	Frog6377	Frog6382	Frog6386



Crazy Stuff!

Wallpapers

Frog6395

Videos

Frog6372

Games

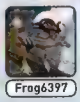
Frog6373

Themes

Frog6371

Crazy Animated Screensavers

Frog6396



Frog6397

Frog6398

Sound Effects

	keyword		
Frog Original	Frog6387	Frog & Friends	Frog6391
Frog Is High	Frog6388	Frog Is Kissing	Frog6392
Frog - Psycho	Frog6389	Frog & Girlfriend	Frog6393
Frog - Teasing	Frog6390	Frog Is Excited	Frog6394

Wallpapers

Hip7522

Hip7523

Hip7524

Hip7525

Hip7526

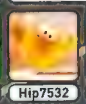
Hip7527

Hip7528

Hip7529

Hip7530

Hip7531



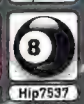
Hip7532

Hip7533

Hip7534

Hip7535

Hip7536



Hip7537

Hip7538

Hip7539

Hip7540

Hip7541

Ringtones

	poly	mono
Alicia Keys - My Boo	Song4470	Song4490
Anastacia - Heavy On My...	Song4471	Song4491
B. Spears - Do Somethin'	Song4472	Song4492
Britney Spears - Toxic	Song4473	Song4493
Ciara - 1, 2 Step	Song4474	Song4494
Delta G. - Out Of The Blue	Song4475	Song4495
Destiny's Child - Girl	Song4476	Song4496
Destiny's Child - Soldier	Song4477	Song4497
Jem - Just A Ride	Song4478	Song4498
Jem - They	Song4479	Song4499
Jennifer Lopez - Get Right	Song4480	Song4500
J. Lopez - Hold You Down	Song4481	Song4501
Khia - My Neck My Back	Song4482	Song4502
Lemar - Time To Grow	Song4483	Song4503
Mario - Let Me Love You	Song4484	Song4504
N. Bedingf. - I Bruise Easily	Song4485	Song4505
Outkast - Hey Ya!	Song4486	Song4506
Phantom Planet - California	Song4487	Song4507
The Coral - In The Morning	Song4488	Song4508

Realtone Charts

1) The Crazy Frog - Axel F	Tune6480
2) Akon - Lonely	Tune6481
3) Jennifer Lopez - Hold You Down	Tune6482
4) 50 Cent Ft. Olvia - Candy Shop	Tune6483
5) Tony Christie - To Amarillo	Tune6484
6) Snoop Dogg - Signs	Tune6485
7) Mario - Let Me Love You	Tune6486
8) Ciara - 1, 2 Step	Tune6487
9) Will Smith - Switch	Tune6488
10) Studio B - I See Girls	Tune6489
11) Eric Prydz - Call On Me	Tune6490
12) 3 Lions - Football's Coming...	Tune6491
13) The Game - Hate It Or Love It	Tune6492
14) Destiny's Child - Girl	Tune6493
15) Sunset Strippers - Falling Stars	Tune6494
16) Faithless - Insomnia	Tune6495
17) The Game - How We Do	Tune6496
18) Gorillaz - Feel Good Inc	Tune6497
19) Bodyrockers - I Like The Way	Tune6498
20) Queen - Don't Stop Me Now	Tune6499

Sound Effects

Ali G**	Mad2615
Anne And The Ducks	Mad2616
Avid Merrion**	Mad2617
Barking Dog	Mad2618
Belch	Mad2619
Best Of Britain*	Mad2620
Bogies (Dick & Dom)*	Mad2621
Catch This Call	Mad2622
Chicken	Mad2623
Countdown	Mad2624
Fluffy Laughs	Mad2625
Sweety Goes Crazy	Mad2626
Sweety Is Stressed	Mad2627
Sweety - Tweet Tweet	Mad2628
Kermit And Piggy*	Mad2629
Laughing Mobile	Mad2630
Old Telephone	Mad2631
Peter Kay**	Mad2632

**Celeb sound effects are performed by voice artists

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Move6615

Move6616

Move6617

Move6618

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Ringtones

	poly	mono	real
Little Birds Rock	King8500	King8505	King8509
Sweety Remix	King8501	King8506	King8510
Nessie The Dragon	King8502	King8507	King8511
Dirty Turtles	King8503	King8508	King8512

Videoringtones

King8504

Nessie Dragon Power

Sweety&Fluffy Little Birds Rock

King8513

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Offers Subject to Alterations, Errors and Ommissions Excepted.

DETAILS
Developer: Rebellion
Publisher: NovaLogic
Players: 1-32(!)
Memory Save: 321kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Delta Force troopers are equipped with the most advanced weaponry and equipment available in the US special ops arsenal."

GAMEPIC
40% Picking the sniper rifle as it's easier.
30% On-rails sections.
20% Remembering bits from the film.
10% Realising this actually happened.

GAMEFAX
Action
War
Network Play
Multitap

TRIVIURST
- 32 people in online multiplayer.
- Command your squad in real-time.
- Over 20 multiplayer maps and seven different game types.

The MONEY SHOT
The pace picks up when your Black Hawk finally 'goes down', which is a welcome change from the dull opening. It's still a bit mundane, mind you.

RAIL PORTER

Despite the fact that they went out of fashion ten years ago, *Black Hawk Down* features a selection of undeniably tedious 'on-rails' sections. Mounting a gun atop a jeep or firing from a helicopter, the game pushes you through a section of level where all you can do is fire at things. They might look nice enough, but all they do is give you the *illusion* of involvement – you're essentially just hammering the fire button.

"HEY, A WAR GAME – THERE'S A BLINDINGLY ORIGINAL IDEA..."

DELTA FORCE BLACK HAWK DOWN

It might *look* exciting and realistic, but then Simply Come Dancing can *appear* to be worth watching.

There are two types of FPS gamer. On one hand you have the strategist who'll pick through a level inch by inch, systematically clearing it of enemies and sticking closely to his team-mates. And on the other hand there's the impulsive thrill-seeker. He'll choose the biggest machine gun in the armoury, ignore his squad entirely and crash around firing at everyone he sees (regardless of which side they're on).

Black Hawk Down works on both levels, though unintentionally. You *can* be meticulous – taking cover, sniping and so on – but you can just as easily skip around sprinkling the enemy with gunfire. This may sound like a planned feature, letting you approach a mission according to your playing style á la *Deus Ex*, but what it boils down to is poor balancing.

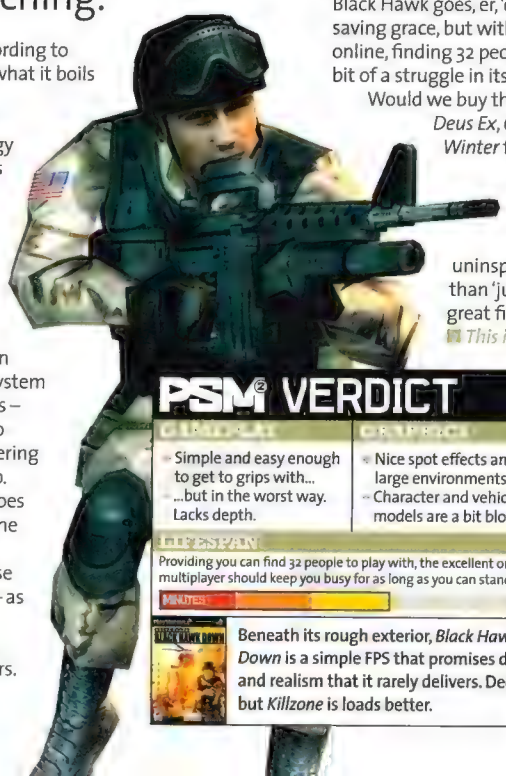
The dense AI and austere level design destroy any notion of strategy and although it might *look* wide, it's achingly linear, herding you through one set piece after another. You either hang back and pick soldiers off using the sniper rifle or rush in and mop them up with your M-16. It really doesn't matter – the outcome of the level is always the same, though Rebellion have included a simple command system along the lines of the *Conflict* games – however, your buddies are limited to following, waiting, laying down covering fire, healing and replenishing ammo.

But for all its faults, the game does have a good sense of atmosphere. The dusty deserts of Somalia are nicely realised and there's also a good sense of being part of a group of soldiers – as in *Full Spectrum Warrior* your squadmates chatter back and forth and respond believably to your orders.

Multi-player is also excellent, allowing a staggering 32 players to duke it out across 25 maps based in and around the war-scarred city of Mogadishu (where the Black Hawk goes, er, 'down'). This is almost the saving grace, but with so few people playing PS2 online, finding 32 people in the first place will be a bit of a struggle in itself, to be honest.

Would we buy this? Well, we'd buy *Killzone*, *Deus Ex*, *Call of Duty*, *Area 51*, and *Cold Winter* first, then we *might* consider *Black Hawk Down* because at its core it's a good game with decent ideas. But really, it's too flat and uninspiring to be anything more than 'just all right'. And it's such a great film, too. Shame. **Andy Kelly**

This is Down *and out right* ...



PSM2 VERDICT

GAMEPLAY
- Simple and easy enough to get to grips with...
- ...but in the worst way. Lacks depth.

GRAPHICS
- Nice spot effects and large environments.
- Character and vehicle models are a bit blocky.

SOUND
- Good voice acting and sound effects.
- The pounding 'rawk' music is unnecessary.

LIFESPAN
Providing you can find 32 people to play with, the excellent online multiplayer should keep you busy for as long as you can stand it.
MINUTES — YEARS

IT'S BETTER THAN...
GOLDENEYE: ROGUE AGENT

IT'S WORSE THAN...
COLD WINTER

Beneath its rough exterior, *Black Hawk Down* is a simple FPS that promises depth and realism that it rarely delivers. Decent, but *Killzone* is loads better.

59

INFOSTRIP

DETAILS
Developer: EA Canada
Publisher: EA
Players: 1-4
Memory Save: 298kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUBTALK
The smart arse thing to say down the boozer.
"Against Pakistan this May, Brian Lara became only the fifth man ever to score a century against all nine Test Match playing nations".

GAMEPIE
25% 15 All Out. Getting. Angry
25% Beating the USA comfortably.
25% Starting to score over a tonne.
25% Panning the Aussies 5-0.

GAMEFAX
Multitap
Sport
Official License
Realistic

TRIVBURST
- Includes every first-class international and domestic cricket side.
- Two-to-four player versus and co-op modes.
- Create-a-player feature lets you put your mug in.

The MON£Y $HOT
Only second to beating the Germans at footie is beating the Aussies at cricket. The Ashes starts in July. Recreate it all with *Cricket 2005*! If we win.

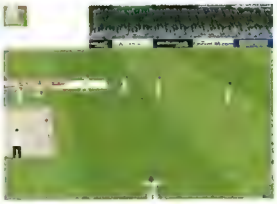
"HOWZAT? QUITE GOOD, ACTUALLY"

STUMP AND GRIND: The presentation, especially in replays, is spot on.

D-PADDED UP

Cricket 2005's batting system, once you get the hang of it, is surprisingly intuitive. Activated by the face buttons, there are three stances available – back-foot, front-foot and forward charge – and a range of strokes to play from each stance. But here's a spot of advice: when batting, use the D-pad rather than the analogue stick. This gives you far more control over your shot selection and hence less chance of chucking away your wicket.

PACE VENTURA: As well as making sure you're pitching in the right place, you need to hit the sweet spot on the power bar.



CRICKET 2005

A corking bat-and-baller that's only missing a bus passing by and a fruitcake sent in by Mrs Parping of Nuneaton.

Summer's here and footie's off the menu, so praise be for the Aussies' forthcoming Ashes tour. Ricky Ponting and his band of shy and retiring Antipodeans shuffle onto the hallowed turf of Lords on July 21st to get the beating of their lives at the hands of Vaughan, Flintoff and company. Yes. And what better way to get you in the mood than taking a spin with EA's latest leather and willow offering?

SPIN CITY: Bowling can get a little laborious, so mix up the styles.

Initially, though, it appears that an evening down the local with Geoffrey Boycott would be more enjoyable than this. *Cricket 2005*, y'see, is soul-crushingly hard, at least when you're starting out. Even if you've clocked up the runs and wickets in titles from last year's EA effort to PSone's *Brian Lara Cricket*, you'll struggle with this. When you can't score more than 15 against the USA for five matches on the bounce, you'd be forgiven for taking a length of Gunn & Moore's finest wood to the disc before nipping off for a quick burn on *PES*.

But persist with it and things will start to fall into place. First you have to appreciate that this isn't the usual 'pick up and play' post-pub fare. No, success is only achieved if you can apply concentration, patience and timing to both the bowling and batting. Approaching it bladdered and with the co-ordination of George Best stepping from a cement mixer will lead to pain. It's a surprisingly deep title that requires you to think about every shot you play and there's only ever a split second between executing a perfect drive for four runs and lofting a dolly to one of the infielders. Bowling, as Geoff Bore-cott will tell you, is all about line and length. Keep banging them in at middle and off while varying the delivery styles and you'll start harvesting wickets.

It's an EA Sports title and hence you'll find all the international and English and Australian domestic sides are present and correct with proper player names and kits, plus there's a wealth of fully licensed competitions to enter, from the one-day World Series to the English Twenty 20 Cup. Graphically, you've got motion-capture in full effect and, aside from a few shonky fielding animations, the presentation is fairly decent – if somewhat generic in an EA Sports way.

If you're looking a casual experience then you'll be stumped, but for fans of the sport prepared to put in time in the nets and work out the game's subtleties, it's a rewarding, enduring sim and definitely worth a run out. **Nick Ellis**

Cricket 2005 is at the crease now.

PSM2 VERDICT

GAMEPLAY	GRAPHICS	SOUND
+ Surprisingly thoughtful and strategic – Very slooooow and hard to get a handle on.	+ Convincing batting and bowling animations – Dodgy player 'likenesses' and fielding animations.	+ Cracking Richie Benaux commentary... – ...though it does get a bit repetitive.

LIFESPAN
It's a somewhat challenging number and there are masses of game modes to tackle. A five-match Test series equals 20 hours or so.
MINUTES — YEARS

IT'S BETTER THAN...
ANY BASEBALL GAME

IT'S WORSE THAN...
MOST FOOTIE GAMES

Not actually very different from *Graham Gooch's Test Cricket* on the ZX Spectrum and a little tricky to master, but a faithful, highly enjoyable recreation of the sport.

79

IN THIS REVIEW: DETAILS

Developer: Namco
Publisher: Sony/Namco
Players: 1-2
Memory Save: 624kb
Widescreen: Yes
50-60Hz: Yes
Surround Sound: No

PREVIOUSLY IN PSM2...

"IT LOOKS EXACTLY LIKE THE LAST GAME – AND THE NEW CHARACTERS ARE PLAIN..."
PSM2#59

GAMEPLAY

Beat-'em-up
Sequel
PS2 Exclusive
Violent

TRIVIA FIRST

- All the typical options – Practice, Story, Time Attack, Arcade, Survival, Team and Versus mode.
- New characters.
- 30 different characters, plus outfit-swap extras.

The MON£¥ $HOT
Kazuya and Paul get it very much on while a building burns down behind them. Doesn't it all just look utterly gorgeous? Yes, it really does.

"HAS THIS TEKKEN FIGHTING TO THE LOCK LEVEL..."

TEKKEN 5

PSM2 GOLD AWARD

The King Of Iron Fist's back – and he's given his cuticles a buffing. But is Tekken as good as ever?

Heihachi Mishima is dead. No, not really. Yes, it says that in the intro. Yes, it's true that the scrotal-necked megalomaniac starts *Tekken 5* being cuddled by exploding-faced death-borgs. But nobody really thought that was enough to take him down. He's crawling from the wreckage by the time the opening credits roll, stronger than ever – and he's even ditched that ridiculous nappy.

The good news is, the *Tekken* series is just as resilient as leathery old pops Mishima – and even more willing to admit it was wrong. The fiddly position-change throw system that marred *Tekken 4*? That's gone. Those annoyingly uneven playing fields? They're gone too. The destructible scenery? That stays, albeit without stupid big pillars in the middle of the arenas – now fighters simply take chunks out of the floor and walls. In fact, the scenery's one of the most instantly impressive things about *Tekken 5*, with a huge array of environments. Okay, so there's no saying exactly why you're fighting on an ice-floe surrounded by penguins or smashing someone's face into a pile of doubloons in a pirate cave, but when it looks this good, who's arguing? The more conventional environments are just as picturesque, from a looming cathedral to a field full of flowers – lovely. The retina-pleasing touches extend to the characters, too, with meatier and weightier characters beefing up the fighting beautifully. Jack looks less like an Action Man and more like an

EXTRAS! EXTRAS! EXTRAS!

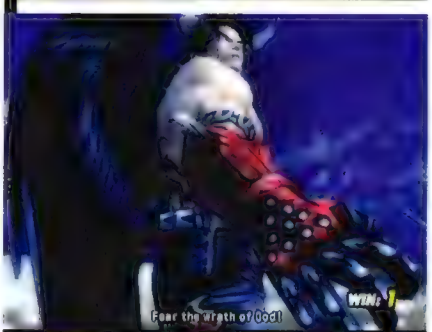
Model Behaviour

- Every *Tekken* comes with a shitty old arcade game to play while it loads, and this is no exception. This time it's *Starblade*, a semi-decent knockoff of the trench bit from the *Star Wars* arcade cabinet. All very well and good, but... well, most retro games are rubbish, if we're being honest. Repeat: *Most*.

DEVIL IN DISGUISE

Every generation, one of the Mishima Zaibatsu grows a set of horns and turns even more evil. This time it's Jin, golden boy of the series and all-round nice chap. The ultra-cheap eye-laser move from *Tekken 3*'s been toned down, but he's still one of the best characters. You unlock him by either completing the dreadful Devil Inside mode, or – and this is much more palatable – completing Story mode with every single character. Incidentally, it's also possible to buy him a new 'face' for that classic Devil Kazuya look. Smart.

JIN LIKE FLYNN: The troubled teen takes out his frustrations on several robo-monsters, using one tedious combo. Yesterday.



HORN SLIPPY: Obviously, there's another boss after Jin, but we won't be giving him away just yet.

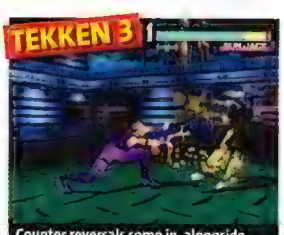
SPECIAL NEEDS: As ever, there are loads of special moves and combos for you to figure out. It'll take a while.

DON'T LOOK BAAACK IN ANGER

Tekken's nearly ten years old. To put that into perspective, imagine you'd had a kid on the day the first one was released – you could have already pressured him into being one of those freaks who takes their GCSEs six years early and ruined his life! Brilliant, eh? Just think – Back then, S Club Juniors hadn't even been born. Ah, bliss. Anyway, here's a fond look back at the heyday of the Iron Fist Tournament. Marvel at the sort of crap we used to think was good. Sheesh.

Did we really play this? Jack looks like he's made of Lego. It's... horrible.

The series progesses with girlie Jun and Chan-a-like, Lei. Still a bit rough.



Counter reversals come in, alongside characters like Xiaoyu, Bryan and Eddy.

Glorious. Note Jack's over-developed robo-arms. Welcome back, *Tekken*...

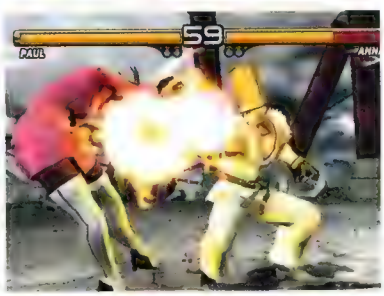
GAMEPIE

50% Whinging about Paul.
30% Cheating with Heihachi.
20% Making excuses about the buttons.

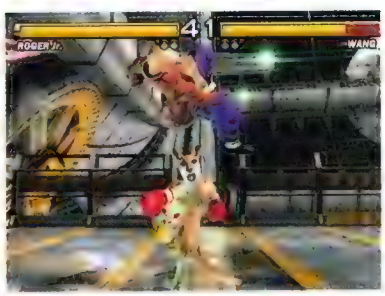
PUBTALK

The smart arse thing to say down the boozer.
'It's rumoured that the *Tekken 5* movie's in production, with a script by... the man behind Tomb Raider. Aaargh.'

WINCE OF PERSIA: It's even more brutal than ever. You'll wince at some moves.



LADIES FIGHT: Christie heads up Tekken's array of attractive lady fighters.



WHAT'S CHANGED FOR THE UK?

Well, you'll no doubt be cartwheel-inducingly excited to learn that there's almost no difference between the Japanese and UK versions of *Tekken 5*. In fact, the only difference that we can discern is, on UK TVs that don't support a 60Hz option, you're going to get those big black borders of doom. The game's got a 50-60Hz mode, though, so if you've got the right kit, you're laughing.

BORDER CROSSING: Without a 60Hz compatible TV, you're doomed to these borders, we're afraid.

imposing kill-bot, Bruce Irvin's less like a perma-tanned vagrant and more of a chiselled kickboxer and Nina... just... jiggles. The one turd on the visual carpet's the final boss, who looks like a cross between Sean Connery and a Stegosaurus.

On a similar theme, *Tekken*'s eager-to-please designers have been swiping ideas from other games like fat kids in a cake shop. The improved breastometry's a nod to *Dead Or Alive* but so is Raven, the new ninja bloke who looks a lot like Ryu Hayabusa. In *Tekken* terms, he's a bit like a cross between Christie, Lei and Yoshimitsu – lots of kicks topped off by some neat teleports and a couple of cheap poke attacks. He's a welcome addition to the fray. Of the other new characters, Asuka Kazama's basically a complete copy of Jun Kazama, who last appeared in *Tekken Tag Tournament*. She's a bit of an acquired taste, but at least she completes the set – every classic *Tekken* character's represented in one form or another. Best new combatant, though, is Feng Wei – or the *Virtua Fighter* character. He's your classic kung-fu badass with vicious rapid-fire strikes, and very similar to Lei Fei, the Shaolin monk from *VF4*. Also nicked from *Virtua Fighter* is the idea of fighter customisation – although here it's much less extensive and not quite as well done. Barring the chance to restyle Lee with a matched set of pistols and an electric guitar, the most exciting thing you can do is buy Anna Williams a flappy miniskirt. There's also the option to increase your character's rank by fighting progressively tougher computer opponents, but the key word here's 'computer' – though the AI's good, skipping up the levels to black belt isn't going to be a struggle.

"IT'S FASTER. IT'S NASTIER. IT'S MUCH MORE LETHAL"

The biggest change, though, is the violence. It's faster. It's nastier. It's more gruesome. It's wince-when-you're-hit, blink-and-you'll-miss-it stuff where one mistake can cost half a life bar. The juggles, toned down for *Tekken 4*, return with a vengeance – and with the ability to tech-roll out of it when you're pinned against a wall, they can be lethal. Combo timing's a touch more forgiving, too.

Of course, it's quite possible that you're currently bleating about how the series reached its pinnacle in *Tekken 2*, before chicken-buffering and counter-reversals were invented. If that's the case – you witless oaf – just go back and play it. Tekken History lets you play the original arcade versions of the first three games with virtually no loading times between bouts. As a historical fumble, it's fine – it shows how far the series has come, to the extent that you'll be massively frustrated by the huge, floaty jumps and slow recovery times. But seriously, why wouldn't you just play the big, shiny new one? The other oversight is that the minigames haven't been included, so instead of playing Tekken Volleyball, you're stuck with the dreadful new Devil Inside – a tedious platformer starring Jin Kazama. Scoot! Between bland, Lego-brick rooms, punching doors and faceless guards. Fire! Lasers out of your eyes as Devil Jin, until you realise it's draining more of your energy than the twenty goons you've just killed could've managed.

Still. This is *Tekken*, only even more so, and it's the best version yet. It's terrific, and a vital purchase for *Tekken* fans, for beat-'em-up fans... hell, for just about everyone.
Joel Snape

PSM2 VERDICT

GRAPHICS	SOUND
+ Sharp, butch characters and gorgeous scenery. – Final boss designed with purple crayons.	+ Raucous grindcore rock music – perfect. – Steve Fox's Brit accent qualifies as a hate crime.

GAMEPLAY	LIFESPAN
+ It's Tekken, but with the good bits put back in. – Nothing new – so if you didn't like it before...	One of those great-if-your-friends-love-it-too things. The AI's good, but full of holes – and there's no online option. Grr.

MINUTES — YEARS

IT'S BETTER THAN... VIRTUA FIGHTER 4
IT'S WORSE THAN... SOUL CALIBUR 2

A return to form for one of PlayStation's elder statesmen – glorious visuals and tight fighting make this essential. Not quite as good without friends, mind.

91

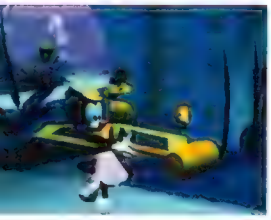
DETAILS
Developer: Warthog
Publisher: Ignition
Players: 1
Memory Save: 89kb
Widescreen: No
50-60Hz: No
Surround Sound: No

PUB TALK
The smart arse thing to say down the boozer.
"Dot's real name is actually Princess Angelina Contessa Louisa Francesca Banana Bana Fo Besca The Third. Well, it'd be real if *she* was..."

GAMEPIE
40% Wondering where the magic of the cartoon went.
20% Discovering it in the mini-games.
40% Realising it isn't enough, and crying.

GAMEFACTS
TV tie-in
Platformer
Easy
Funny

TRIVIURST
- Licensed from the fantastically good TV cartoon which we encourage you to watch immediately.
- We still can't believe it doesn't exist any more.



The MONEY SHOT
This is Wakko, who's about to have his brain implanted into a Frankenstein-style beast. Doesn't seem too fussed about it does he?

"WHO IS THIS **EDGAR HUNT**, ANYWAY? **AND WHAT'S SO GREAT ABOUT HIM?"**

ANIMANIACS
THE GREAT EDGAR HUNT

"It's time for Animaniacs! They're disappointing to the max!"

The sad thing is that if *Animaniacs* possessed even a tenth of the wit, verve and imagination of its screamingly good TV counterpart, it'd be one of the best games ever. Instead, as a man with a Jaffa Cake for a brain could've predicted, we get a generic 3D platform slog through the usual desert/ghost/medieval worlds, doing the exact sort of unimaginative things that led people to stop playing platformers long ago, resulting in games companies abandoning the genre almost entirely, favouring 'mature' and 'edgy' customisable racing games instead. The big gits.

Presentation-wise, it's flawless with big, bold colours and landscapes stretching into the distance. But in terms of actual gameplay, *Animaniacs* is just dull. Your job is to take on the roles of the 'Maniacs themselves, Wakko, Yakko and Dot, and collect Edgars, the game's equivalent of Oscars – it all takes place on a giant movie set. As you gather more, previously locked-off environments open up – collect four to open one area, eight for another and so on. As you first wander round the parking lot which acts as the game's hub, this makes you think you're in for something marvellously open-ended. Nope – it just disguises its linearity. Rather than having several doors open after, say, five Edgars – meaning you get to explore lots of different areas at once – they're all separated by stupidly large increments, meaning you often *have* to collect all the trophies in one area before moving onto the next, tackling each of them one at a time. It improves a bit later on as more worlds open, mind you, but not enough to make much difference.

As for the rest, it's a matter of exploring everywhere and collecting *everything*, dodging baddies, bounding along narrow platforms and doing too much stuff you've done a million times before. However, there are loads of mini-games and, fortunately, many are terrific – there's a top-notch Ghostbusters style trap-the-spooks section, for instance, and a nice rodeo game. Mind you, there are also dreadful ones, like a compulsory 'puzzle cube' with four tasks, including a game of pairs the size of Russia and one of those bloody 'slide the squares to make a picture' things *which aren't fun now* and *never will be* fun ever.

What might have been better would have been to scrapped the platform bits entirely and built the whole thing around the mini-games, like GameCube's *Mario Party* titles. Or similar to *Shrek Super Party*, but good. It would have been a brave decision, but worth it, as you'll only be disappointed with the rest of the game. Wakko, Yakko and Dot deserve better. **David Cook.**

MIGHTY MICE

Like the cartoon, Pinky and the Brain – the two mice out to take over the world – make an appearance, with their own mini-games. Stealing a load of horseshoes from passing equines with a large magnet – for some reason – is one. Rebuilding the 'Maniacs water tower home by piloting a mouse-size helicopter and picking up bits of building with, er, a large magnet is another. You certainly wouldn't 'metal' in their business. <withers and dies>

PSM2 VERDICT

GAMEPLAY
- \+ Some of the mini-games are terrific.
- – But the actual main game is a bit duff.

GRAPHICS
- \+ Gorgeous. Big, bold and just like the cartoon
- – The camera can be a bit wayward sometimes.

SOUND
- \+ Great acting from the show's voice artists.
- – The constant Animaniacs theme can get annoying.

LASTING
Well, it's quite big, but it's also quite easy. Anyway, it's too probably just that bit too dull for you to want to play until the end.

MINUTES — YEARS

IT'S BETTER THAN...
DONALD DUCK

IT'S WORSE THAN...
MAXIMO: ARMY OF ZIN

There's fun to be had if you love platforming and the TV show as much as us, but if not, there's not much for you here. Even at the twenty quid price point.

62

INFOSTRIP

DETAILS

Developer: SNK
Publisher: Ignition
Players: 1-2
Memory Save: 221kb
Widescreen: No
50-60Hz: Yes
Surround Sound: No

GAMEFAX

beat-em-up | Hard
budget | sequel

"LORDY, NOT ANOTHER ONE"

KING OF FIGHTERS 2002

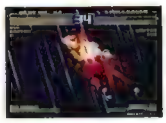
2002? That was three years ago, and sadly *KOF* plays like something much older than that...

We've said it before and we'll probably say it again and again – don't even consider buying *King of Fighters* unless you're a) mental for the series b) dextrous like a juggling surgeon or c) very, *very* experimental with your games. It's hard, inaccessible, a real bastard to get to grips with and looks like something you might've played in an arcade twenty years ago.

2002's a good game, don't get us wrong – it's just that, odd as it sounds, it's also impossible to enjoy. For starters, there isn't even a story mode, so all you can do is engage in single matches. This is because SNK are all about the purity of the gameplay, but without even the hint of a plot there's nothing to drive you on.

KOF 2002 has changed a little bit. You can switch characters freely during the match, which works in the same way as the *Marvel Vs. Capcom* games. This also means that there's now only one round as opposed to three, which keeps things frantic – when you defeat all of the other team's fighters or yours are defeated, the match ends.

You can also perform switch attacks which, in exchange for one power bar, let you perform a combo attack with another character. Before each match you choose a team leader, and their SDMs (super desperation moves) are much more powerful, so if they go you'll be severely weakened.



Does any of this make sense to you? If not, don't touch *KOF 2002*. It's easily the most complicated of the series and it'll probably make you cry. There's no denying its depth and hardcore appeal, but it simply isn't much fun. Stick with the simpler beat-'em-ups for now and, when you feel strong enough, tackle *KOF*. **Andy Kelly**

The hardcore can buy this now.

PSM2 VERDICT

If you're the self-destructive type, consider this. If not, avoid. The learning curve is steeper than Everest and the whole package totally unuser-friendly.

58

INFOSTRIP

DETAILS

Developer: Avalanche
Publisher: THQ
Players: 1
Memory Save: 282k
Widescreen: No
50-60Hz: No
Surround Sound: No

GAMEFAX

Platformer | For kiddies
Stupid | Easy

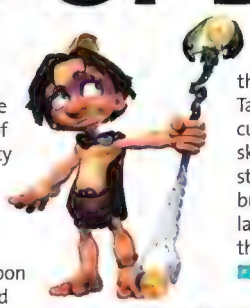
"BIG TAK AND LARGE FRIES, PLEASE. HOLD THE MAYO"

TAK 2: THE STAFF OF DREAMS

Is it the staff dreams are made of? Not quite...

Typical. You wait ages for a decent platformer and then two come along at once. Except that *Animaniacs* (see pg74) isn't particularly decent at all. So that's that analogy down the drain, then. But *Tak 2*, at least, while hardly reinventing the wheel, is a solid slab of entertainment with one or two inspired moments.

See, although you no doubt think this looks like the most childish load of tepid toss imaginable – you heartless wraith of a human being – it's actually quite diverting watching Tak bound through his jungle homeland, smacking woodland creatures about the head and leaping across platforms in a way that – shock, horror – actually *tests your co-ordination* and *requires skill* – while you look on via a camera that, unlike so many of *Tak*'s peers, *works properly*. Blimey, there's a rarity and no mistake. It's also got a selection of well-thought out puzzles – for instance, to leap to a high ledge at one point, you have to get yourself covered in stink from a skunk, which makes the big fat bear leg it from you, whereupon he spots the honey dripping from a beehive and lies down to let it drip into his mouth, meaning you can bounce on his stomach to the ledge. It's also got a fantastic bit where Tak rides down the rapids in a barrel, which looks astonishingly good and gets you ducking and diving in your seat as you strive desperately to veer out of the way of rocks and low-hanging branches.



But soon enough, the puzzles start to repeat, the scenery doesn't change much, the bits set in Tak's bizarre dreamland are, mainly, rubbish, the cut-scenes aren't funny – and, heinously, you can't skip them – and your interest begins to wane. It's still one of the best platformers on PS2, however – but that says more about the competition (or lack of it) than it does about *Tak 2*. Here's hoping the genre fares a little better on PS3. **David Cook**

Tak this home from the shops now.

PSM2 VERDICT

Want a decent platformer but exhausted the other options? Get this – you'll get on well with *Tak 2*. After all, it Taks two to tango. <drops into shame-induced coma>

72

"A NIGHTMARISH VISION OF HELL. AND THAT'S JUST KEANU'S ACTING..."

CONSTANTINE

Keanu goes to Hell and we're along for the ride. Bring on the fire and brimstone.

Trying desperately to leave the spectre of Neo and his Matrix madness behind, Keanu Reeves takes a role that requires him to dress in black a lot, mutter weird philosophical phrases and fight with supernatural powers. Er... Nice try, but no cigar. Lots of cigarettes though, Reeves' drug of choice as he attempts to inhabit legendary British comic character John Constantine. Better known as a blond, bitter, Liverpudlian part-time sorcerer and full-time cancer sufferer, Constantine originated in the Hellblazer graphic novels. Here, he's been turned into Keanu, transplanted to LA and given digs above a bowling alley, but otherwise arrives on screen in full-on cynical mode. It's not hard to see why – after a youthful attempt at suicide left him cursed to hell when he dies, he's been trying to get back into God's good books ever since by serving as a sort of border guard between Hell and Earth.

"KEANU'S A BLAND COUSIN OF THE SNAPPY SOD WHO STALKS THE PAGES OF HELLBLAZER"

DEMONIC DAY JOB

Hellspawn, you see, keep wanting to slip between the dimensional barriers. They're looking to create a war between their fire-strewn lands and Heaven. And Constantine, naturally, has to stop them. He also has to help sexy detective Angela (Weisz) solve the mystery of her twin sister's suicide. Surprise! The two missions are related. Who'da bleedin' well thunk it?

Reeves gives it his best, and parts of Constantine succeed – particularly when Tilda Swinton's androgynous Angel Gabriel and Peter Stomare's Satan are on the screen. Lawrence, a former music video and advert director (why do no new young directors come from the high-flying world of bus driving?) puts together a movie with a minimum of flashy camera tricks, finding a semblance of a story between the huge effects shots. But in the end, it's just not as satisfying as it could have been, with Keanu's Constantine a distinctly bland cousin to the snappy sod who stalks the printed pages of Hellblazer. Still, it's better than some recent comic-to-film efforts. And those who liked the film but don't feel the need to shell out £23 for the double-disc set can stick to the £17 single discer. Ooh, bargain.

STARRING
- Keanu Reeves
- Rachel Weisz
- Tilda Swinton
- Peter Stomare
- Djimon Hounsou
- Shia LaBeouf
- Max Baker
- Gavin Rossdale

DIRECTOR
- Francis Lawrence

CERTIFICATE
- 12

PRICE
- £22.99

RELEASE
- July 11th

PSM VERDICT

MOVIE	GOOD+BAD	DVD
+ Good supporting cast backing Reevesy up. – Keanu is as dull as ever, mind you.	+ Stunning visual depiction of hell. – Clichéd finale grates on the nerves.	+ There's a decent commentary track. – But the extras on here are very bog-standard.

EXTRAS

While Lawrence provides a fairly entertaining commentary, the features on display here are strictly standard Making Of Material, music videos and deleted scenes.

IT'S BETTER THAN...
SPAWN

IT'S WORSE THAN...
HELLBOY

A decent stab at a beloved comic that never quite gets it right, but doesn't embarrass itself either. Probably worth a night's rental, at least.

69

"HUGHES THE MAN, BABY?"

THE AVIATOR

The DiCaprio CV now includes aircraft and ships. Surely it's time for a Morris Minor flick?

STARRING
- Leonardo DiCaprio
- Cate Blanchett
- Kate Beckinsale
- Kelli Garner
- Alec Baldwin
- Gwen Stefani
- Willem Dafoe,
- Jude Law

DIRECTOR
- Martin Scorsese

CERTIFICATE
- 12

PRICE
- £22.99

RELEASE
- Out Now

The life of eccentric billionaire Howard Hughes was such a rich one – literally– that it's no surprise at least two biopics of him were in the works when Martin Scorsese beat everyone else to the punch with this Oscar winning epic. Scorsese's had a dodgy run lately, so it's good to see him back on form, even if he was denied the directing Oscar for a film that's better than the majority of the cinema output from last year. DiCaprio's good too; though he often still looks too young to be playing the part, he slips easily into the role of a man whose fortune let him do anything he desired and win any woman he laid eyes on. Can't have been much of a leap for him, thinking about it.

MONEY FOR NOTHING

But Hughes' genius was also his undoing; while he could dream up ideas for planes and movies the likes of which had never been seen, he was also driven by obsession – with germs, with getting his way, with making sure he beat his rivals. Scorsese doesn't shy away from the years that Hughes spent locked in a private suite in his Las Vegas hotel, peeing into bottles and refusing to cut his nails. And DiCaprio gets some solid support from the likes of Blanchett – whose uncanny version of Katherine Hepburn is spooky to behold – and John C Reilly, who pops up as Hughes' business partner. Not quite a Concorde luxury trip to LA of a movie, then, but certainly better than a bumpy Easyjet flight to Belgium.

PSM2 VERDICT

MOVIE	GOOD+BAD	DVD
+ Amazing flying footage. Hugely impressive. + DiCaprio gives good madness.	+ Quality script and excellent acting. – A little long and tedious in places.	+ A great look behind the scenes of the movie. – But no Scorsese commentary.

EXTRAS

Scorsese can talk for hours about his films and others, so no commentary is a missed opportunity. And he features in plenty of the extras, and the Making Of material is comprehensive.

IT'S BETTER THAN... THE LIFE AND DEATH OF

IT'S WORSE THAN... RAGING BULL

Scorsese's back and DiCaprio proves he's got what it takes. This is a fascinating, exciting ride through the mind of a millionaire madman.

78

ASSAULT ON PRECINCT 13

STARRING
- Ethan Hawke
- Laurence Fishburne

DIRECTOR
- Jean-Francois Richet

CERTIFICATE
- 15

PRICE
- £19.99

RELEASE
- Out Now

When the remake of John Carpenter's classic police under siege film was originally announced, fans of the original howled in horror, fearing a dodgy, overdone "re-imagining". Fortunately, helmer Jean-Francis Richet's version is a solid little action thriller with enough punch to stand proudly next to Carpenter's film. Ethan Hawke, solidifying his action hero status after Training Day, is troubled cop Jake Roenik, battling addiction problems and overseeing the closure of a defunct police precinct. But on its last night, the station sees not only the arrival of charismatic criminal Marion Bishop (Fishburne), but also a pack of cops out for his blood. And they're not taking "no" for an answer... Taught, tense and entertaining, this is a rare decent reworking.

70

LADDER 49

STARRING
- Joaquin Phoenix
- John Travolta

DIRECTOR
- Jay Russell

CERTIFICATE
- 12

PRICE
- £17.99

RELEASE
- Out Now

Jack Morrison (Phoenix) is a heroic firefighter who leads his equally heroic colleagues into a huge Baltimore fire. While they're heroically rescuing people, Jack becomes stuck and his colleagues must try to find him. Heroically. As he waits for them, Jack heroically contemplates his heroic life so far. OK, Firefighters *are* heroes worthy of respect and acknowledgement, no question. But do films about them have to be so overindulgently hammy and chest beating? We get to follow Jack from his rookie days, through meeting his wife and having his family, to the present day crisis. Expect your finger to be hovering over the fast forward button every time the film cuts away from the dramatic, well-realised fire, to the schmaltzy flashbacks. Heroically average.

45

Films from another space and time

ANIMANIA

GUNGRAVE: BEYOND THE GRAVE

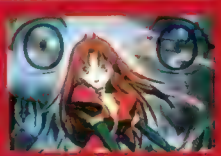
Tying in nicely with our review of *Gungrave OD* on pg56, the first chapter of the Gungrave anime is similarly stylish, equally as action-packed and just as hard to comprehend as its digital counterpart. The first few episodes of the series don't really feature much of Grave himself, but it's enjoyable nonetheless with gorgeous looking gunfights galore.

86

KIDDY GRADE: VOLUME 01

Ignore the slightly dubious name – Kiddy Grade is a bonkers science fiction series revolving around two cyborg crime-fighting robot ladies from the future. It's basic-ally mental and watching it is like downing five pints of Lucozade and running around a playpark full of squawking five-year-olds, ie not very pleasant and really quite upsetting.

45



AMAZUNGHA DAIOH: VOLUME 02

Azumanga Daioh is a loud, relentless anime-for-kids that could well be the maddest thing we've ever seen. The lack of any real 'plot' and the masses of obscure in-jokes aimed at hardcore fanboys is off-putting and, though it may be initially be quite amusing, after a while you'll want to watch something like Gungrave to escape the perpetual squeaking insanity.

51

ALSO RELEASED

STAR TREK: FIRST CONTACT SPECIAL EDITION

Out Now ■ Cert 12 ■ Price £17.99

This is how Star Trek should be: bristling with phaser-packing action as the crew take on evil enemies, the Borg.

80

RAY

Out Now ■ Cert 15 ■ Price £19.99

Comedian Jamie Foxx did a top job playing the legendary singer-songwriter Ray Charles and got an Oscar for his trouble. Watch this and see a great biopic.

82

CREEP

Out Now ■ Cert 18 ■ Price £15.99

Franka Potente stars as a young woman troubled by a blood-lusting beastie on a tube train. Shame the creep itself is so completely crap...

42

THE LIFE AQUATIC

Out Now ■ Cert 15 ■ Price £22.99

Bill Murray shines as an undersea explorer hunting down the mysterious Jaguar Shark. Funny, fresh and always weird, this is worth investigating.

67

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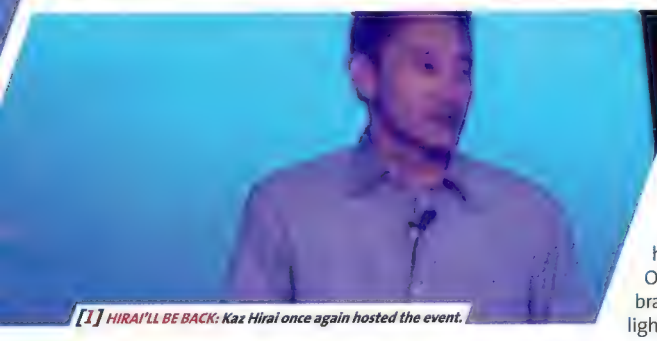
PLAYSTATION 3

LIFTING THE LID ON PS3!

PLAYSTA

The truth is here. Sony unveil PlayStation 3 and it's even better than



[1] HIRAI'LL BE BACK: Kaz Hirai once again hosted the event.

On May 16th 2005, Sony revealed PlayStation 3. Imagine the scene. Over 1,000 of the world's most important videogames figures, gathered on Sony studio's backlot, enjoying free food and drink while awaiting for the vast hanger doors to swing open to reveal PlayStation 3. *[Check pens. Check camera. Check Dictaphone. Check trollies for any excitement induced soilage.]* A little after 3pm the doors swung open. Hold on. We're going in...

It's all white. The room, the size of Westminster Abbey, has been decked out like the inside of Ken Kutaragi's brain. Or at least what we assume the inside of ken Kutaragi's brain might look like. Everything is white, with red and blue lights fading and mixing all around us. Ahead there is a low

TION 3®

we'd hoped. Welcome to the next level...

stage with three lecterns, left, centre and right. Are they really small or are we just far away? With no recognisable scenery to help gauge scale it's impossible to tell.

Soon we have our answer. PSM2 favourite, Kaz Hirai, the President and CEO of Sony Computer Entertainment strides onto the stage [1]. He looks confident. He looks, in fact, exactly like a man who is about to reveal how PlayStation 3 might look. First though he has to talk about PlayStation and PSP and how great and successful they are. *[Checks batteries. Checks spare batteries. Yup. We're all set.]*

"We're entering what we're calling the digital decade. Let's take a look at what that looks like," announces Kaz. Cue a vast high-definition screen – the biggest in the world at 2,300 square feet, we're told later – sparking into life. A short

PLAYSTATION 3

SONY ❤ SPIDER-MAN

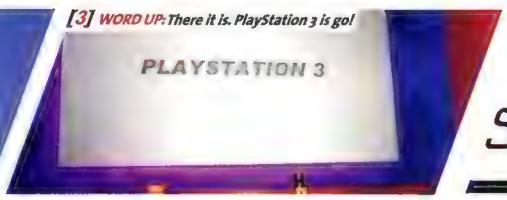
Gee. Sony love Spider-Man. We mean really *love* him. So much so that if there's any opportunity (*any opportunity*) to get the webbed-wonder on screen demonstrating the speed, resolution, animation or just plain coolness of something, he's the first man they call.

First of all, he's the video demo on PSP. Next he's the guy in the background when they show off the PS3's screen resolution. Then he's one of the thousands of video streams PS3 can decode simultaneously. Then he's supplying real-time graphics of Alfred Molina's head for a demo. And finally he's swinging around in a *Gran Turismo* demo saving kids from getting flattened by marauding touring cars. "This is what happens when two billion dollar franchises collide," boasted Phil Harrison. No, this is what happens when nerds drink too much coffee. Jesus. Check this month's DVD for evidence.

[KILLZONE]

Easily the best demo of the lot. Intro-quality soldiers land (using clumsy flying platforms) in a Helghast stronghold and begin to dish out justice. Amazing facial animation and lip-sync. Stunning shakey-cam explosions and fire. Realistic cloth physics on the Helghast trenchcoats. And totally unbelievable (i.e. very real-looking and thoroughly believable) shadows. We reckon it's the product of Guerrilla's hi-res intro movie studio (rather than actual in game footage running on PS3) but is a movie made with at least some kind of nod to the specs and performance on the PS3. And if PS3 can do this 'live', it can do practically anything.

[2] TELL ME KEN: *Ken Kutargi reveals the new PlayStation.*



[3] WORD UP: *There it is. PlayStation 3 is go!*

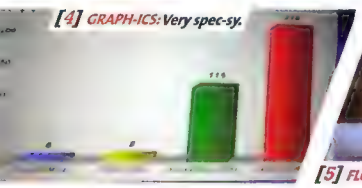
"OK, it's one-fifth of the Spider-Man 2... but this one

PLAYSTATION 3

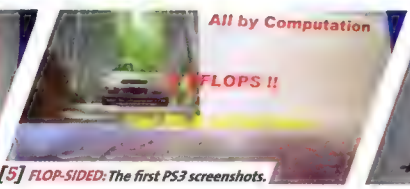
HD OR NO HD? THAT IS THE QUESTION

So it's got a hard-drive slot. But has it actually got one inside? All the evidence suggests not. There was no mention of any size and any genuine HD-requiring features weren't particularly alluded to. All of the 'storage of media' stuff (your photos, music, etc) mentioned could easily be done with memory cards in one of the machine's three card slots.

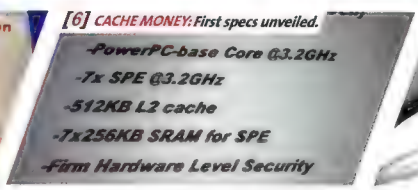
Only the description of the HD IP camera gave mention to playing video stored on hard drive, video being particularly storage-greedy. Looks like you're going to be able to do 90% of what PS3 is about without having to shell out any extra cash. That said, in order to really get the most out of PS3, and indulge in all the downloading, sharing, archiving and accessing via networks and PSP they're talking about, you're going to have to invest in a drive too. How much, when (and whether it'll be any more popular than the ill-fated HD for PS2) nobody knows.



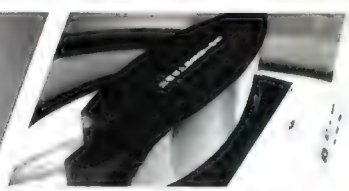
[4] GRAPH-ICS: *Very spec-sy.*

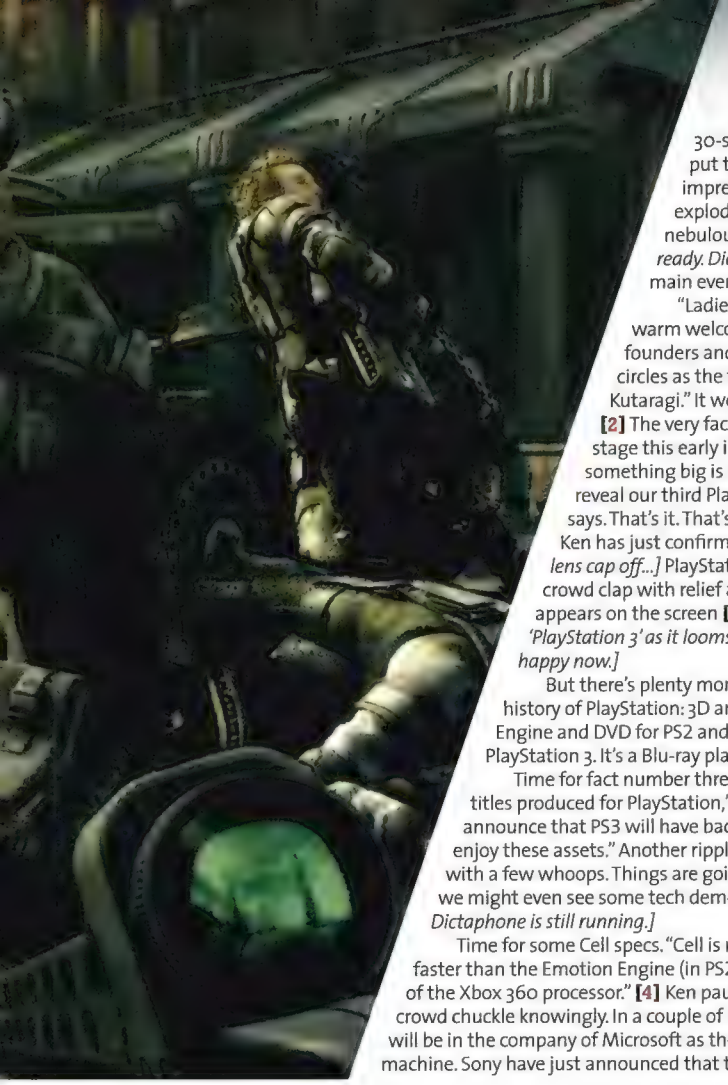


[5] FLOP-SIDED: *The first PS3 screenshots.*



[6] CACHE MONEY: *First specs unveiled.*





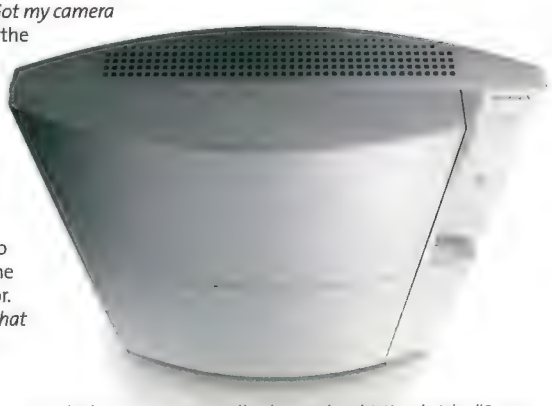
30-second video plays that, while huge, loud and beautifully put together, looks like an outtake from Tron. Lots of impressive looking lights flying around, forming a globe, exploding... You know the sort of thing. Sony love these nebulous 'ooh, look, it's the future' things. *[Got my camera ready. Dictaphone is running. Good.]* Time for the main event.

"Ladies and gentlemen, please give a warm welcome to one of our company's founders and a man who is known in some circles as the father of the PlayStation, Ken Kutaragi." It wouldn't be E3 without Ken, would it? **[2]** The very fact that SCE's President is taking the stage this early in the proceedings indicates that something big is on the way... "Today we are excited to reveal our third PlayStation system. So, PlayStation 3," he says. That's it. That's the moment we've been waiting for. Ken has just confirmed what everyone knew. *[Best take that lens cap off...]* PlayStation 3 is just minutes away and the crowd clap with relief as the huge word 'PlayStation 3' appears on the screen **[3]**. *[Photograph huge word 'PlayStation 3' as it looms large. Phew, that's it. I can go home happy now.]*

But there's plenty more to come. Ken explains the history of PlayStation: 3D and CD-ROM for PSone, Emotion Engine and DVD for PS2 and now Cell and Blu-ray for PlayStation 3. It's a Blu-ray player, just as everyone predicted.

Time for fact number three. "There have been 13,000 titles produced for PlayStation," says Ken. "We're happy to announce that PS3 will have backwards compatibility to enjoy these assets." Another ripple of applause. This time with a few whoops. Things are going great so far. At this rate we might even see some tech demos. *[Checks that Dictaphone is still running.]*

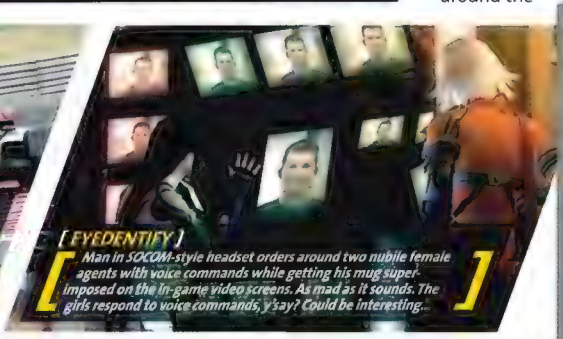
Time for some Cell specs. "Cell is more than 35 times faster than the Emotion Engine (in PS2) and twice the speed of the Xbox 360 processor." **[4]** Ken pauses and smiles. The crowd chuckle knowingly. In a couple of hours most of us will be in the company of Microsoft as they unveil their new machine. Sony have just announced that theirs is twice as good. Xbox main man J Allard must be shitting bricks. "Sony Imageworks has a huge amount of cluster servers for movie rendering." We see a picture of a huge room filled to the roof with computer racks. "The total number of real-time floating point operations has reached 10 Teraflops." *[Hmm, must look up what a 'Teraflop' is].* "These photographs are generated by Cell processor," says Ken. We see a picture of a *GT* car and a mountain range. They look great. These are, we realise, the first every PlayStation 3 screenshots **[5]**. *[Quick! Take pictures!]* "PS3 will have a total of two Teraflops floating point operations," Ken boasts. Wow. OK, so it's one fifth of the power of the computer that made Spider-Man 2, but this one is sitting under your telly...



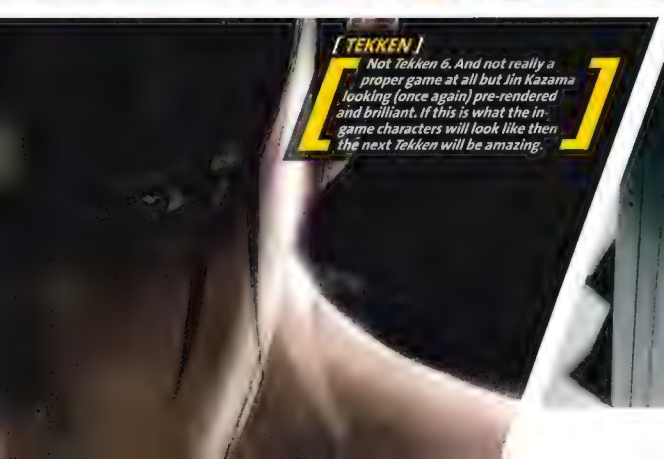
Numbers and facts continue. "Level 2 cache... 256Mb... VRAM bandwidth..." **[6]** Then, in among the tech-speak, Ken says, "PS3 will have a detachable two-and-a-half inch HDD slot." What does that mean? It's got a hard-drive? It's got a slot for a hard-drive? He's not hanging about to explain. "PS3 will have six USB ports." Six?! "Memory Stick, SD Card and Compact Flash slot." But no PSone/PS2 Memory Card slot? "Two HDMI outputs allowing two displays for 32:9 output." 32:9? That's wider than widescreen! *[Biro approaching meltdown...]* "Three Gigabit Ethernet ports... Wi-Fi... Bluetooth for up to seven wireless controllers." Seven?! Huh? Yeah, we're always playing seven-player *PES*... "Truly PS3 is the system to be placed in the centre of the living rooms in homes around the

power of the computer that made is sitting under your telly"

[FORMULA 1 NEXT GENERATION]
Amazing F1-sim that – in a few nano-second long instances – actually looks real. Watch out for the bit where a car crashes and spins to a halt. Shame about the visibly wooden animation of the 'Mexican waving' crowd



[EYEDENTIFY]
Man in SOCOM-style headset orders around two nubile female agents with voice commands while getting his mug super-imposed on the in-game video screens. As mad as it sounds. The girls respond to voice commands, y'say? Could be interesting...



[TEKKEN]
Not Tekken 6. And not really a proper game at all but Jin Kazama looking (once again) pre-rendered and brilliant. If this is what the in-game characters will look like then the next Tekken will be amazing.

[7] YOU HUANG?: Jen Hsun Huang talks up the RSX chip.

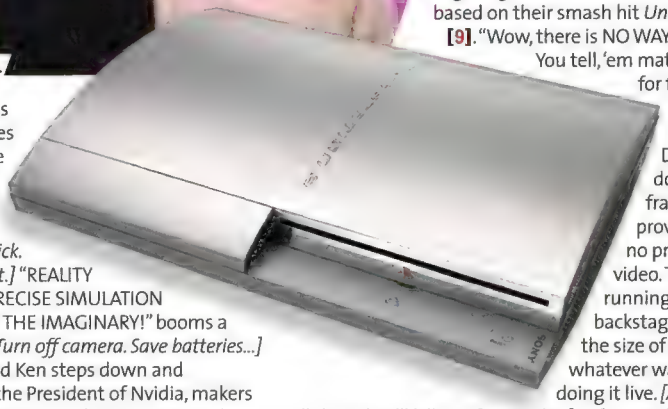
world. The future is almost here," smiles Ken, before a bizarre video that showed cars and golf courses being digitised and fiddled about with. *[Quick. Swap pens while it's quiet.]* "REALITY CAN BE CONTROLLED... PRECISE SIMULATION COMBINES THE REAL AND THE IMAGINARY!" booms a disembodied voice. *[Hmm. Turn off camera. Save batteries...]*

Audience suitably baffled Ken steps down and introduces Jen Hsun Huang, the President of Nvidia, makers of the PS3 graphics chip [7]. Things are about to get good. He explained how Ken had challenged him with "three very lofty goals. To build the world's most advanced GPU, to synthesize movie-quality graphics and to take advantage of the awesome power and bandwidth of Cell. Our solution is the RSX Reality Synthesizer." An almost-real-looking computer-generated girl's face appears on the screen. "This is Luna, a computer generated person," introduces Jen [8]. "The PlayStation 3 is about making beautiful worlds that come alive," he says. And with that Luna takes in a sharp intake of breath and does exactly that – comes alive. The formerly gorgeous, hi-res rendered Luna is now a floating, real-time figure. *[Wow, must take pics of this. The world's first PS3 screens and now a moving real-time demo!]* But there's more to come. Tim Sweeney of Epic Megagames and his sidekick 'Josh' take to the stage and proceed to play a frankly unbelievable bit of footage of two characters fighting in a demo entitled *Unreal Engine 3*. While clearly based on their smash hit *Unreal* it looked just that, unreal [9]. "Wow, there is NO WAY that is real-time!" says Jen.

You tell, 'em mate, these nerds are playing us for fools. But this was no trick. 'Josh' then drove a camera through the demo with a DualShock 2, slowing down the action to a still frame when required to prove that, yes, this was no pre-rendered bit of video. The computer running it somewhere backstage may have been the size of a house but whatever was doing it was doing it live. *[Am I getting all this? They'll kill me if I miss this.]* In fact, at the end they abandoned the fight and flew the camera out of the window of the warehouse-like battle zone to watch the sea rippling against a futuristic city as the sun peeked through clouds drifting high above. This is just the *background* – and the more you stared the more real it looked.

If that was a bit geeky things were about to get a whole lot more spod-heavy. Masa Chatani, Chief Technology Officer of Sony Computer Entertainment took to the stage next with a Powerpoint presentation filled with arrows and numbers [10]. Whatever he was showing us, we were impressed. *[I wonder if that's it? Any more demos on the way?]* One of Masa's cards showed a PS3 speaking not only to seven joypads wirelessly, but also an eighth joypad by USB, an EyeToy-style camera, a *Singstar*-type microphone, a steering wheel, one PSP over Wi-Fi and two more via the network ports. Wow. What a game that must be... "The PSP is being used as a remote controller, but also as a remote screen, whether you're in the next room or on the other side of the world," Masa said. 'Impressive' really doesn't do this demo justice.

Next up is a familiar face, the impossibly tall figure of Phil Harrison, the Executive Vice President of Sony Computer Entertainment Europe and the bloke they always wheel out to get everyone excited [11]. "Although we're running behind schedule, we have an amaaaaazing surprise at the end of the show so do stick around," he begins. *[What is it? Don't say they've actually got... Nah impossible.]* "First, I'd like to take you back to March 1999, to the worldwide introduction of PlayStation 2 at the Tokyo International Forum. We showed a demo of a duck..." We remember it well. We were there. "Why don't we remind ourselves of what that looked like six years ago." Up on the screen pops the familiar image of the duck, in a sink with a purple submarine. It looks familiar. It looks old. It looks crap. "Shall we see where he lives today?" teases Phil. Next on the screen we see the 2005 remake. Another duck in another sink (this one almost bath-sized) and a quality of image that, while hardly realistic, was



> "The sea rippled against a city as the sun the more you stared, the more real it

PLAYSTATION 3

'SHADERS' - THE NEW 'TEXTURE MAPPING'

PSone and PS2 were about texture-mapping – putting a still, flat image onto a 3D shape. Be it the decals of a *GT* car or Wayne Rooney's face onto an oval blob. PS3 is about shaders – calculating how the light would fall across realistic looking 3D images in real-time and adjusting how it looks at 60 frames-per-second. It's the difference between making something *look like* something and actually creating it for real. "It's not possible for us to articulate the lighting and the shadows with texture-mapping," said Nvidia boss Jen Hsun Huang. "It's impossible to articulate brushed aluminium, carbon fibre, felt, carpeting, wool, silk and even be able to show the difference between gold paint and gold. We want to achieve that level of realism." We almost know what he means.

PLAYSTATION 3

BLU AND IMPROVED

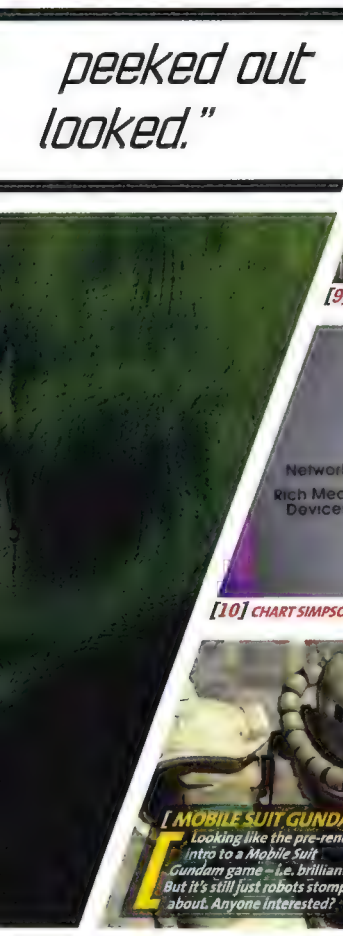
"The next generation is the Blu-ray disc. It is six times bigger than DVD-ROM and contains up to 50Gb on the disc. We are strongly supporting Blu-ray for PS3 as a standard feature. We expect to play the same role as we did with DVD." So says Ken Kutaragi who sees Blu-ray as yet another reason to buy PS3. Just as PS2 got a DVD player into every home (and shifted millions of DVDs), you can expect the same to happen with Blu-ray and HD movies on Blu-ray discs.

[8] CHICK-EN LUNA: Luna is Nvidia's virtual girl.

[MOTORSTORM]

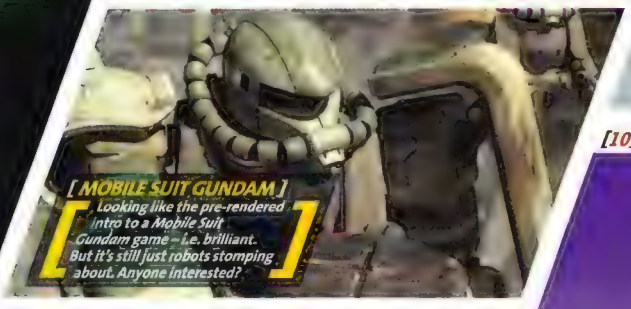
Another amazing surprise, this one. From the makers of WRC comes this dirt-spattered off-road racer that involves racing cars, bikes, trucks... anything across terrain that would give most motors nightmares. We loved the relentless mud storm and the way the windscreen wipers smeared the dirt across the screen and the brutal way in which the cars spin and flip when they crash. This, alongside Killzone, was the demo of the show. We can't wait to see more.

peeked out – looked."



[9] UNREAL-LY GOOD: *The Unreal Engine demo close up.*

[10] CHART SIMPSON: *Here's how PS3 fits together.*



[MOBILE SUIT GUNDAM]

Looking like the pre-rendered intro to a Mobile Suit Gundam game – i.e. brilliant. But it's still just robots stomping about. Anyone interested?

PLAYSTATION 3

HIGH DEF JAM

High definition. Get used to it. You're going to be hearing a whole lot more about this as it is – officially – 'the future'. What is it? Well, it's just a better, sharper sort of telly. In fact it's exactly the same as the LCD/TFT monitor you probably have on your PC already. Currently, you watch TV that is broadcast at a relatively low resolution and displayed on a fuzzy tube that rounds off the edges. But in a few years you'll be watching HD TV broadcast at resolutions of 1080 by 720 pixels upwards and watching them on a pin-sharp PC monitor quality TV that's the size of Belgium and just three inches thick.

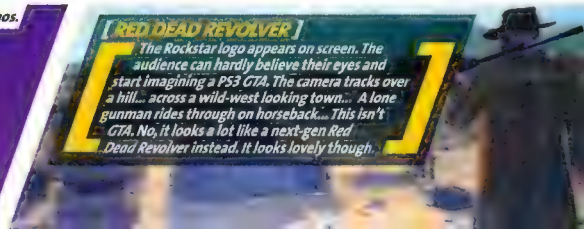
So, you have to buy a new TV, right? Yup. And a new DVD player. And digibox and Skybox and anything else that you currently watch through your TV. Of course you can still use your old stuff but they lack the proper digital 'HD' output that will deliver the very sharpest image. Remember, PS3 outputs at 2000 by 1000 – the *top spec* of the HD format *already*. If you want to get the most from it you're going to have to avoid that familiar PlayStation 'AV output' port on the back of PS3 and make use of the HD outs instead.

HD ready

[10] PHIL ME IN: *Phil Harrison shows off the tech demos.*

[RED DEAD REVOLVER]

The Rockstar logo appears on screen. The audience can hardly believe their eyes and start imagining a PS3 GTA. The camera tracks over a hill... across a wild-west looking town... A lone gunman rides through on horseback... This isn't GTA. No, it looks a lot like a next-gen Red Dead Revolver instead. It looks lovely though.



PLAYSTATION 3

PHOTOREALISM IS DEAD! LONG LIVE 'MOVIE QUALITY'!

It's a subtle distinction but someone has to make it. Every time anyone spoke about the quality of the PS3's graphics they described them as being 'movie quality'. Not 'photo-realistic' the previous buzz-word, you'll notice. But 'movie-quality' – the same quality as Spider-Man swinging through New York. Or Yoda duelling in Episode III. Good... but not exactly real.

PLAYSTATION 3

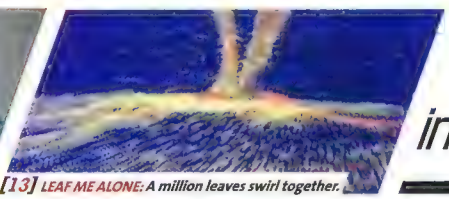
IP CAMERA

No sooner is the machine announced than they're already talking about the first add-on. The HD IP camera is the PS3's EyeToy, but this unit goes much further than allowing you to make a lemon out of yourself on the telly.

For a start the camera is HD so that's proper, TV-style broadcast quality. Secondly, the IP bit means that, connected to your PS3 you're effectively broadcasting you own TV-quality video stream on the internet. Anyone with the right hardware (i.e. another PS3) could call up this stream and watch whatever you're pointing the camera at. You could present your own live TV station from your bedroom (in your pants) or play previously recorded footage from your HD drive. The world is your oyster, as they say.

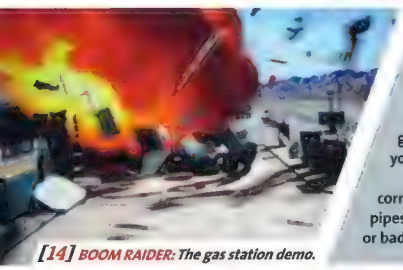
[15] FUNKY COLD MOLINA: The bizarre Alfred Molina demo in full effect.

[12] DUCK YOU: Hundreds of ducks share a bath.



[13] LEAF ME ALONE: A million leaves swirl together.

"It really is Alfred Molina, in-game characters could



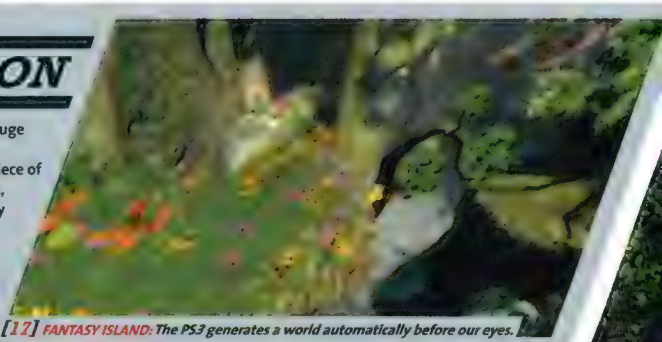
[14] BOOM RAIDER: The gas station demo.

PLAYSTATION 3

PROCEED WITH CAUTION

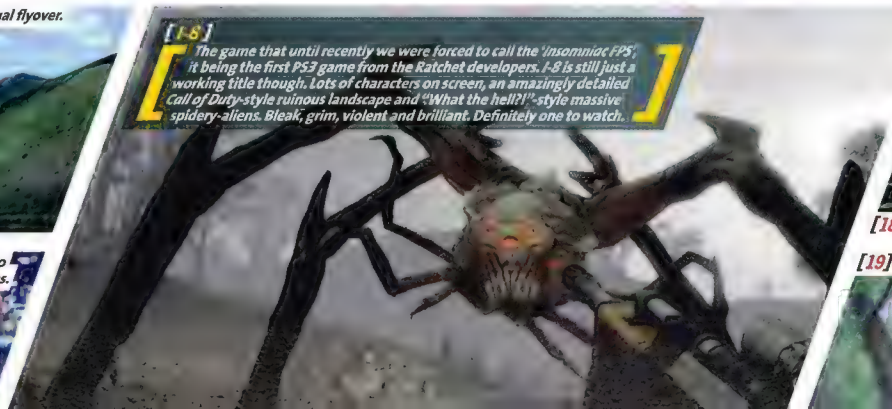
It's becoming increasingly obvious that 'procedural' programming will have a huge part to play in PlayStation 3 development. In the past we've wondered how development teams, faced with creating every 'underside of a desk' or 'label in piece of clothing' will cope with the sheer amount of stuff that needs creating to fill a vast, massively detailed PlayStation 3 game. The answer seems to be to use 'procedurally generated' scenery. Rather than place bushes, trees (or even cars or crates) by hand, you program in a routine to spawn them according to a set of rules.

Now a level designer can concentrate on the important stuff – the position of corridors and doorways, say – and leave the program to look after lining them with pipes, air-vents, barrels, dripping taps, dirt smears, power-ups – even security cameras or bad guys. Check out what Hideo Kojima has to say about *MGS4* on pg45 for more.



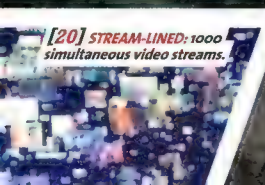
[17] FANTASY ISLAND: The PS3 generates a world automatically before our eyes.

[16] LAND ROVER: A virtual flyover.



[I-8] The game that until recently we were forced to call the 'insomniac FPS', it being the first PS3 game from the Ratchet developers. I-8 is still just a working title though. Lots of characters on screen, an amazingly detailed Call of Duty-style ruinous landscape and "What the hell?!"-style massive spidery-aliens. Bleak, grim, violent and brilliant. Definitely one to watch.

[18] GET BACK: The return of The Getaway.



[20] STREAM-LINED: 1000 simultaneous video streams.

[19] SPIDER FAN: Sony just love Spidey.

certainly good enough to look at pre-rendered. But Phil can drive the duck around with a D-pad. The water ripples. *[Very nice.]* Phil adds in some model galleons that have a fight. *[Very impressive.]* Phil adds some more ducks. Phil adds even more ducks. Phil holds a button and adds literally hundreds of ducks until the bath is overflowing with them **[12]**. At no stage does the set-up hiccup or the physics and reactions of the objects look anything other than highly realistic. "This demo uses LOD." (Pause for comedic effect.) "Which is 'lots of ducks'." Don't give up the day job, mate.

"I'd like to ask Richard Marx to join me on stage..." *[What, the mullet-haired 'Right Here Waiting' late-80's balladeer?!]* "...the creator of EyeToy." *[Ah...]* He is joined on stage by Richard, who sets up a toy then uses two brightly coloured cups, one green, one red to 'virtually' scoop up and pour the water in the sink. *EyeToy: Washing-Up* – coming soon...

The next demo consists of hundreds of thousands of leaves being blown around 'in 5.1 surround sound' **[13]**. Great. "In fact the Cell is so powerful that each one could have its own sound channel, if you wanted to hear them 'rustle'." Tempting... but no. The next demo is of a gas station "from a game that has yet to be announced" that, at the touch of a button, blows up **[14]**. "This is not an animation, this is not something that an artist created. This is purely physics based." Cool. The PS3 has the potential to blow things into a million realistically tumbling, burning smoking pieces. We love it when that happens.

"For our next demo, we turned to our friends at Sony Pictures Imageworks," continues Phil. *[What? More demos?]* "We asked to borrow some of their computer graphics that they had created for Spider-Man 2 and we got the wonderful actor Alfred Molina." *[chokes on Diet Coke]* Alfred Molina? "Here, we run it on PlayStation 3." Then – incredibly – up pops Alfred Molina **[15]**. A slightly shiny, plasticky Alfred Molina, but Alfred Molina nonetheless. It was bizarre. Brilliant but bizarre. Phil spins Alfred around. The camera zooms in on him. He even makes him speak. If you squint it *really is Alfred Molina*. 100 feet tall. Flying through space. "This is what in-game characters could look like," the audience all think at exactly the same time.

flying through space. This is what actually look like."

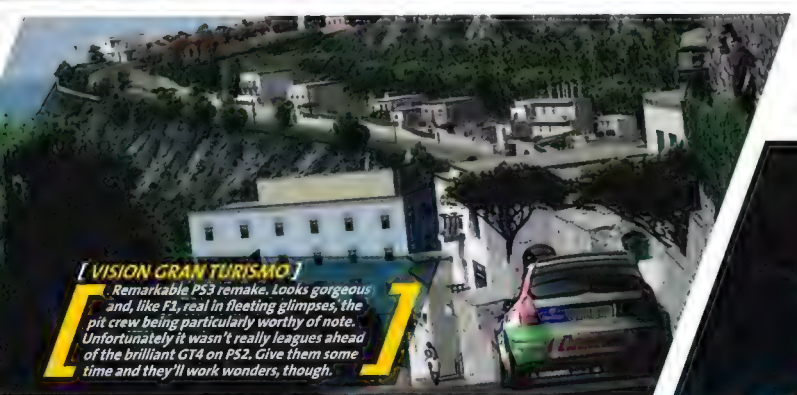
Time for another demo – a fly-over of a realistic-looking mountain range, being a combination of photographs taken from space and height measurements taken "by laser". Cell (and PS3) combined the two bits of data in real-time to create a fluid real-time movie **[16]**. Very nice. *[Bring back Alfred Molina, you're losing us...]* The next demo was of a barren, fantasy woodland that, as the camera flew around grew trees and flowers 'procedurally' **[17]**. See over there for an explanation. Good... but a bit too obviously 'computer demo' for our tastes. Still pretty impressive, though.

Time to pick things up a bit. "From a complex and sophisticated landscape, to a complex and sophisticated city – London," begins Phil. "London was the setting for team Soho's epic crime thriller *The Getaway* and for the past three months a team of six people have been working to show their vision of the franchise on PlayStation 3." Up on the screen appears a London street scene **[18]**. Piccadilly Circus, in fact. Hundred of cars and buses drive along and pedestrians stroll by as the camera looks around and flicks between locations, sometimes zooming in to show off minor detail or zooming out to take in the bigger picture. It's very impressive. The camera blurs and refocuses as it points at near and far away objects. The light blooms and flares as we go from darkness to bright sky. "This is a very good example of what a next generation PlayStation 3 is going to deliver." *[Are they going to start taking orders at the end? We'll have two. No... three.]*

Next comes what was soon to be the highlight (i.e. lowlight) of the presentation – the soon-to-be-infamous Spider-Man Vs *Gran Turismo* demo (see over there for details and check it out on the DVD). Odd isn't the word... **[19]** But things are going great. Phil has the audience eating out of the palm of his hands (when their jaws aren't hitting the floor, that is).

Next we see PS3 'decoding' (i.e. playing) 12 simultaneous HD video streams. Shame you can only get one movie in the DVD slot then isn't it. *[Or maybe it's got 12 slots? Where's that camera...?]* And finally we see 1,000 video windows running on the huge screen. "These could be games, video, or even your friends on videoconference using the IP camera." **[20]** It's all stunning stuff.

Time to welcome Kaz Hirai back on stage. What follows pretty much blows our minds. One-by-one Kaz welcomed



[VISION GRAN TURISMO]
Remarkable PS3 remake. Looks gorgeous and, like F1, real in fleeting glimpses, the pit crew being particularly worthy of note. Unfortunately it wasn't really leagues ahead of the brilliant GT4 on PS2. Give them some time and they'll work wonders, though.

[FINAL FANTASY DEMO] [ ]
Look. It's the intro from Final Fantasy VII – a piece of computer-generated imagery that at the time was ground-breaking – only now it's being generated in real time. It looks great. Better than the original pre-rendered movie, in fact.

[FIGHT NIGHT DEMO] [ ]
Man gets repeatedly punched in the face as his flabby jowls flap around the incoming gloved fist. Brilliant facial expressions – especially the 'Huh? Where am I?' look the boxer pulls as he's pummelled.

PLAYSTATION 3

CHRIS KEEGAN - TECHNICAL DIRECTOR, CLIMAX

Top UK developer explains everything you need to know.

Put it this way, had PS3 existed in 1998 it would have been the most powerful super-computer in the world. [Consider that CG-leviathans Star Wars: Episode 1 and The Matrix were made in 1998...] PS2, in comparison, has never been higher than the top 30. PS3 is roughly 250 times more powerful in raw processing terms than PS2. And that's not including the power of the RSX.

It's not quite that simple, I'm afraid. With the extra computing horse-power comes a not insubstantial downside, namely that writing code efficient enough to take advantage of it has become an order of magnitude. It requires programming skills that only the very best developers have, and they're kept locked away in dark dungeons. Fortunately Climax maintains a bank of genetically engineered uber-coders, awaiting the dawn of just such an era of games development.

We're talking about more physics, more characters, more detail, more gorgeous graphics. Much more expansive worlds filled with detail and, importantly, things to drive your car into and shoot and bound up and over.

You can probably get away with only one but I tell you, this dual HDMI interface is a bit of all right, fully digital signal all the way to your plasma or projector is a beautiful thing. Crisp, colourful, high contrast – black will finally be BLACK, not some cloudy grey. Beautiful. Well worth the investment.

These days, even Intel has stopped shouting about the clock speed of their processors. It's now a fairly well recognized fact that it's not the clocks, but what you do with them. And in the case of the Cell processor you have nine processors working at the same time counting up FLOPS, and eight of them are hardcore fast processors designed for delivering hardcore math-intensive features like rendering and physics.

That's the kick-ass poly-pusher. It's your GeForce 6800 Ultra SLI'ed badboy plus a hefty bit on the side. RSX is what's going to blow you all away – you thought those movies at E3 looked good? You wait!

FLOPS are really, really boring, but lots of them equal great games! A FLOP is a FLOating Point operation – basically an operation which adds, subtracts, multiplies or divides two numbers. A KiloFLOP is a thousand such operations, a MegaFLOP is a million, a Giga FLOP is a billion (PS2 had roughly seven of them) and a TeraFLOP is a gazillion (or a trillion – 1 with 12 zeroes).

Shaders are boring, but remember those programmers that Climax keeps secreted away in dungeons? Well those guys love shaders. Shaders are short programs that describe the properties of surfaces, they make things shiny or matt and define the way they interact with light sources. The goal of us as developers is to put the artists in control of powerful shaders so that they can create stunning and creative artwork. That multi-other 'parallel obfuscating widget' thing just gives you an indication that there's a lot going on at once and that it's very flexible. Which means prettier games.

It is indeed an odd number. But the answer is another boring one, I'm afraid. The wireless controllers use Bluetooth and there is a limitation in that standard that means only seven Slave devices (in this case controllers) can be active at any one time. Hence seven controllers.

Because the PS3 uses Bluetooth, rather than Wi-Fi (i.e. 802.11), there won't be any problems with clashing with other PS3 devices. Bluetooth operates in a number of different modes but I'd imagine that Sony would use a low-power mode, which would provide enough range for typical living room use but not enough to send the signal through into next door.

That's certainly possible given the PSP's support for 802.11b, which should be capable of delivering video suitable for the PSP's resolution. It's clearly Sony's intention to provide this sort of functionality for the PS3 and PSP.

We're getting closer certainly, but I'd stop and ask the question: Is photo-realism really what we're aiming for? I want to see the same creativity in games' visual style as we see in films. Look at Sin City and you begin to realize that the quest for photo-realism is a throwback to the days when the hardcore technologists ruled the roost.

Making PS3 games is going to be a massive challenge that will break many small developers but at the same time this is an exciting time to be in the games industry and creating games to make jaws drop. Who wouldn't call that their dream job?

[25] GEAR LIFT: Ken holds the PlayStation 3 for the benefit of the world's cameras.

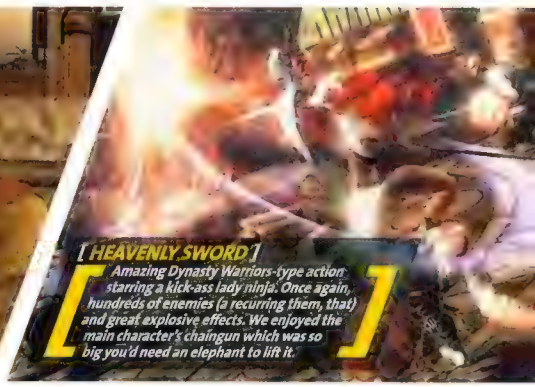
on-stage representatives from EA (who showed off an amazing looking – but slightly jerky – *Fight Night*) [21], Squaresoft (who showed off the intro sequence to *Final Fantasy VII* being generated in real-time) [22 - 24] before settling into a barrage of incredible game demos (pictured over there) that looked too good to be true. *[Just keep taking pictures. Some of them might come out OK...]* Hats off to the guy who demos *Fight Night* by the way. He wears big comedy boxing gloves. What an utter plum.

"Ladies and gentlemen, please welcome back Ken Kutaragi," pipes Kaz. Jesus. We're almost deaf and blind by now. What else have they got? Ken takes to the stage. "I have the final and the biggest announcement..." Surely not... "Everyone, this is PlayStation 3!" Ken bellows. Then blackness. A low rumbling sound. Some movement. More blackness. Confusion. A spotlight. Jesus! There it is! *[There* they *are.]* Everyone goes wild. [25]

Up on stage are not one – but three! – shiny new PlayStation 3's in black, white and silver. As a video plays of the machine (showing its curves and ports from every angle) the crowd abandon seats and stream down the front, virtual flash bulbs popping, everyone trying to get a closer look. *[Sod this, I can't stay here. Gangway, I'm coming through!]* Kaz and Ken slap each other on the back and as Ken triumphantly picks up a PS3 the words 'Coming Spring 2006' appear on the screen [26]. The crowd holler their delight. PSM2 goes crazy with the camera. For a moment we wonder whether the over-excited throng are going to mount the oh-so-mountable low stage. This nerd-storm could easily rush security and carry Kaz 'n' Ken aloft through the streets of LA. Or just nick the only three PS3s in existence... Fortunately everyone is too shell-shocked to think straight. There's smiling and laughing as the lights go up and everyone streams, confused, blinking, into the bright sunshine. You can taste the joy, relief and surprise. It's been an amazing day. And this is just the beginning...

[26] LAUNCH TIME: And it'll be in the UK by Christmas.

[KILLING DAY]
First person shooter in a large, ornate shopping mall. Watch as your in-game hands flip and spin your revolvers, holding them at aggressive angles and reloading with a flourish. Shoot a creperie trolley and see it explode with the force of an atomic bomb. Looks good, especially the very attractive (and massively French) bloke at the end.



[HEAVENLY SWORD]
Amazing Dynasty Warriors-type action starring a kick-ass lady ninja. Once again, hundreds of enemies (a recurring them, that) and great explosive effects. We enjoyed the main character's chaingun which was so big you'd need an elephant to lift it.

PLAYSTATION 3

DAVID KIRK - NVIDIA - CHIEF SCIENTIST

Let's talk about RSX (aka the PS3's graphics chip).

We know what we need to do to create the next generation of realism. The collaboration with Sony has been going on for quite a while. We knew what they wanted. And we like to think we've achieved it.

PS3 is a very well-balanced machine. Cell is really powerful. The RSX is really powerful. And there's a fast bus between them. They throw seven DVDs worth of information between them per second.

Our Luna demo. Trying to do people is a big frontier for graphics. The reason it's so hard is that we've been conditioned from as soon as we could see as to what a human looks like. You can't get away with much. Hair is really hard. Skin is really hard because of its tiny imperfections and oils. The way light bounces of the skin is really complex. When they make the Spider-Man movie they can take a day and a half to render one frame of a 24 frames-per-second movie. In RSX we've built in very powerful shader processors that allow us to do this in real-time.

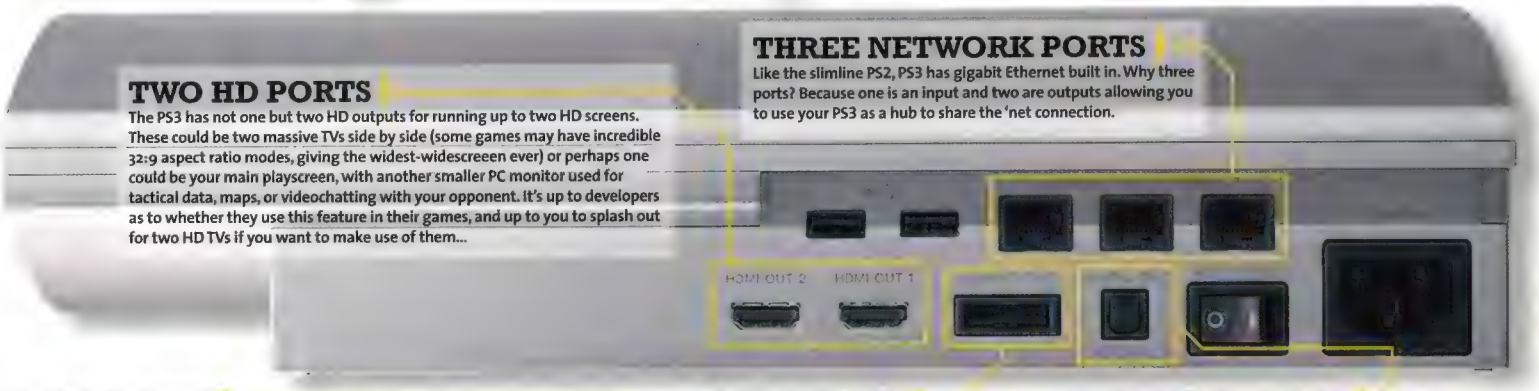
It's running real-time. Luna is right here [turns to a PC with RSX chip built in and start up the Luna demo]. See? It's real-time. [Moves Luna around in real-time] Everything you've seen and more is totally possible on PlayStation 3.

PLAYSTATION 3 UP CLOSE

More ports than a particularly large fishing village.

THE PS3 JOYPAD

Will deliver a day of playtime before needing recharge. Can be charged by any USB port on any device (but PS3 helpfully has six of the buggers). Bluetooth was chosen as "Only Bluetooth has the speed and resolution to give you instant results," according to Phil Harrison, clearly a pop at Xbox 360's non-Bluetooth wireless pads. Also it's very power-friendly, given that impressive lifespan. And don't forget, because it's wireless there's no need for a multi-tap anymore. Don't like the design? Neither do Sony. After an unenthusiastic response at the unveiling, Sony spent the rest of the show reminding everyone that this was just a 'concept design'. The real pad will be re-designed and revealed in the coming months. Thank mercy for that.



TWO HD PORTS

The PS3 has not one but two HD outputs for running up to two HD screens. These could be two massive TVs side by side (some games may have incredible 32:9 aspect ratio modes, giving the widest-widescreeen ever) or perhaps one could be your main playscreen, with another smaller PC monitor used for tactical data, maps, or videochatting with your opponent. It's up to developers as to whether they use this feature in their games, and up to you to splash out for two HD TVs if you want to make use of them...

THREE NETWORK PORTS

Like the slimline PS2, PS3 has gigabit Ethernet built in. Why three ports? Because one is an input and two are outputs allowing you to use your PS3 as a hub to share the 'net connection.

CARD PORTS

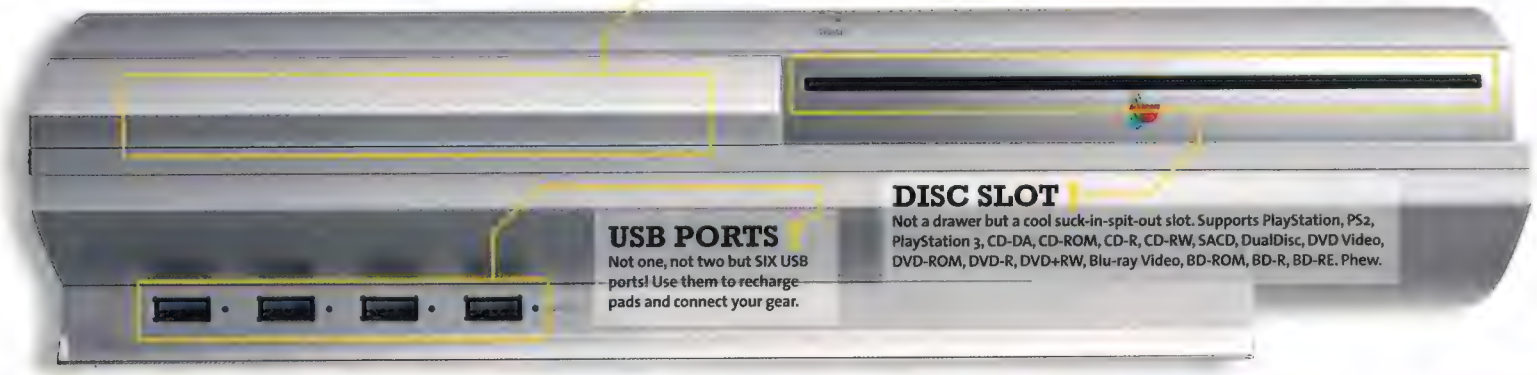
Look. Compact flash, Memory Stick Duo (same as PSP) and SD card slots. Take the card out of your camera/phone/MP3 player/whatever and slap it in PS3. It's amazing that they're supporting rival card formats alongside their Memory Stick Duo, but it's a smart move. One thing – no PlayStation memory card slot? So how do I use my old PSone and PS2 saves, Mr 'Backwards Compatible'?

A/V OUTPUT

Yes, you can still use your old SCART lead on your old TV too.

OPTICAL DIGITAL AUDIO OUTPUT

Fortunately they haven't thought of a way of improving on Dolby Digital (and optical outputs) just yet. This is exactly the same as the one on your PS2, so your current set up will work just fine.



USB PORTS

Not one, not two but SIX USB ports! Use them to recharge pads and connect your gear.

DISC SLOT

Not a drawer but a cool suck-in-spit-out slot. Supports PlayStation, PS2, PlayStation 3, CD-DA, CD-ROM, CD-R, CD-RW, SACD, DualDisc, DVD Video, DVD-ROM, DVD-R, DVD+RW, Blu-ray Video, BD-ROM, BD-R, BD-RE. Phew.

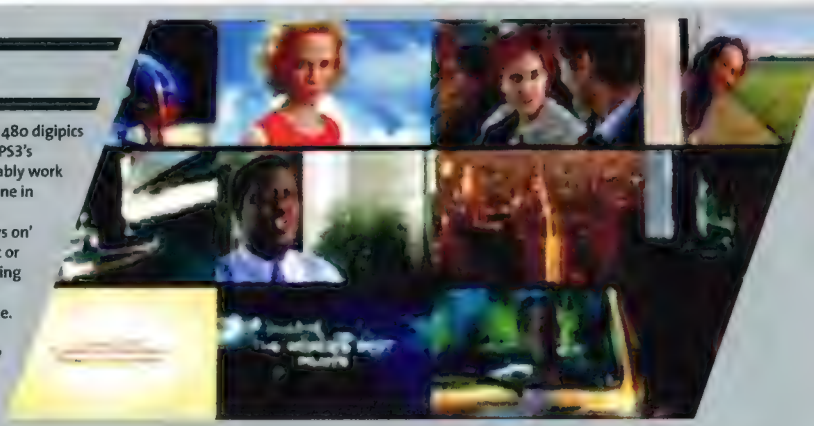
PLAYSTATION 3

NETWORK IF YOU CAN GET IT

They talked a lot of 'network' when they launched PS2, now it looks as though the broadband vision is finally on the road to reality. Got broadband? Good. Sony have described PS3 as an "always on, always connected device". It's a subtle concept but it marks a major change to how you play games. Rather than dragging your PS2 out from under the bed and plugging it into your TV, Sony want you to have your PS3 permanently hooked up and powered up, able to do interesting things and interact with the 'cyberworld' while you're off doing the shopping or fast asleep in bed.

Ken Kutaragi has spoken of using PS3's latent power to actually *improve* the quality of the stuff you store on it. While you sleep PS3 will be working to increase the resolution of the grainy old camcorder footage you put on it. Or increasing the resolution of your 640 by 480 digipics seamlessly up to full 2000 by 1000. And with PS3's connected and 'always on' they could conceivably work together, passing data down the broadband line in order to share the load.

Perhaps the most obvious change 'always on' will bring, however, is the ability to video chat or watch TV, listen to music and so on while playing games. In fact you can do anything simultaneously. Watch ten TV channels at once. Watch a video in a window while playing a game. Videochat to your Mum in one window while surfing for porn in another. And let's not forget PS3's ability to run two screens at once. The possibilities are endless.



PSM2 Presents...

THE TRUTH

Every game PSM2 has ever reviewed in one fact-packed feature. It's the ultimate source of PS2 knowledge.

TOP FIVE

BEAT-'EM-UPS

1. SOUL CALIBUR 2
2. TEKKEN 5
3. FIGHT NIGHT ROUND 2
4. HYPER STREET FIGHTER 2
5. MORTAL KOMBAT: DECEPTION

EXTREME SPORTS

1. SSX3
2. TONY HAWK'S PRO SKATER 3
3. SSX TRICKY
4. TONY HAWK'S UNDERGROUND
5. DOWNHILL DOMINATION

FOOTBALL

1. PRO EVOLUTION SOCCER 4
2. FIFA 2005
3. LMA MANAGER 2004/2005
4. RED CARD SOCCER
5. THIS IS FOOTBALL 2005

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
13 (XIII)	Ubisoft	42	87%	
2002 FIFA WORLD CUP	EA	22	71%	
7 BLADES	Konami	11	72%	
7 SINS	Digital Jesters	63	58%	
ACE COMBAT 4: SHATTERED SKIES	Namco	17	80%	
ACE COMBAT 5	Namco	57	79%	
ACTIVISION ANTHOLOGY	Activision	36	40%	
AGE OF EMPIRES 2	Konami	15	76%	
AGGRESSIVE INLINE	Acclaim	24	83%	
AIRBLADE	Sony	16	77%	
ALIAS	Acclaim	47	79%	
ALEX FERGUSON'S PLAYER MANAGER	3DO	15	65%	
ALIEN HOMINID	Zoo Digital	61	74%	
ALL-STAR BASEBALL 2004	Acclaim	35	67%	
ALONE IN THE DARK: THE NEW NIGHTMARE	Atari	15	66%	
ALTER ECHO	THQ	41	66%	
ALTERED BEAST	Sega	61	42%	
AMPLITUDE	Sony	40	87%	
APE ESCAPE 2	SCEI	30	80%	
AQUA AQUA	SCI	04	71%	
ARCTIC THUNDER	Midway	16	58%	
ARC: TWILIGHT OF SPIRITS	Sony	46	68%	
AREA 51	Midway	62	79%	
ARMY MEN AIR ATTACK: BLADE'S REVENGE	3DO	11	47%	
ARMY MEN RTS	3DO	24	56%	
ARMY MEN: SARGE'S HEROES 2	3DO	09	40%	
ASTRO BOY	Sega	61	69%	
ATHENS 2004	Sony	51	51%	
A-TRAIN 6	Midas	49	60%	
ATV OFFROAD FURY 2	THQ	40	73%	
ATV QUAD POWER RACING 2	Acclaim	33	68%	
ASTERIX AND OBELIX XXL	Atari	46	60%	
AUTO MODELLISTA	Capcom	28	80%	
BAD BOYS 2	Empire	48	51%	
BACKYARD WRESTLING	Eidos	42	45%	
BACKYARD WRESTLING 2	Eidos	56	46%	
BALDUR'S GATE: DARK ALLIANCE	Virgin Interactive	17	70%	
BALDUR'S GATE: DARK ALLIANCE 2	VU Games	4	82%	
BARBARIAN	VU Games	44	66%	
THE BARD'S TALE	Ubisoft	60	74%	
BASS STRIKE	THQ	18	64%	
BATMAN VENGEANCE	Ubisoft	17	48%	
BATMAN VS. THE ARMY OF TSU	Ubisoft	44	43%	
BATTLE ENGINE AQUILA	Atari	31	78%	
BATTLESTAR GALACTICA	Vivendi	44	59%	
BEN HUR: BLOOD OF BRAVES	Microids	34	42%	
BEYOND GOOD AND EVIL	Ubisoft	42	82%	
BIG MUTHA TRUCKERS	Empire	31	79%	
BIONICLE	EA	41	38%	
BLADE 2	Activision	28	51%	
BLOOD OMEN 2	Eidos	22	79%	
BLOODRAYNE	Vivendi	36	67%	
BLOODRAYNE 2	Majesco	63	39%	
BLOODY ROAR 3	Virgin	11	79%	
BLOOD WILL TELL	Sega	57	60%	
BLOWOUT	Majesco	58	49%	
BMX XXX	Acclaim	30	58%	
BOMBERMAN KART	Konami	41	51%	
BOUNCER, THE	SCEE	11	66%	
BOXING CHAMPIONS	Midas	41	40%	
BREATH OF FIRE: DRAGON QUARTER	Capcom	41	70%	
BRITNEY'S DANCE BEAT	THQ	24	58%	
BROTHERS IN ARMS: THE ROAD TO HILL 30	Ubisoft	60	82%	
BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	Vivendi	41	74%	
BUJINGAI	Taito	47	62%	
BURNOUT	Acclaim	15	88%	
BURNOUT 2: POINT OF IMPACT	**Acclaim**	**28**	**91%**	
Beautiful, emotional racing that you have to play to fully appreciate.				
BURNOUT 3: TAKEDOWN	**EA**	**54**	**93%**	
Smooth, colourful, varied, hilarious, fast and online too. You'd be a fool not to buy it.				
CABELA'S DANGEROUS HUNTS	Activision	53	57%	
CALL OF DUTY: FINEST HOUR	Activision	56	87%	
CAPCOM FIGHTING JAM	Capcom	58	53%	
CAPCOM VS SNK 2: MARK OF THE MILLENNIUM 2001	Capcom	17	83%	
CART FURY	Midway	12	65%	
CASPER: SPIRIT DIMENSIONS	TDK Mediactive	22	48%	
CASTLEWEEN	Wanadoo	30	45%	
CATWOMAN	EA	52	30%	
CEL DAMAGE OVERDRIVE	Play It	36	50%	
CENTRE COURT: HARD HITTER 2	Midas	33	62%	
CHAMPIONSHIP MANAGER 5	Eidos	63	62%	
CHAMPIONS OF NORRATH: REALMS OF EVERQUEST	Ubisoft	47	82%	
CHAMPIONS: RETURN TO ARMS	Ubisoft	60	69%	
CHAOS LEGION	Capcom	39	86%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
CHOROQ	Atlus	64	25%	
CHOPLIFTER: CRISIS SHIELD	Xicat Interactive	35	48%	
CIRCUS MAXIMUS: CHARIOT WARS	THQ	25	55%	
CITY CRISIS	Take 2	16	62%	
CLOCK TOWER 3	Capcom	37	59%	
CLUB FOOTBALL	Codemasters	42	61%	
CLUB FOOTBALL 2	Codemasters	55	67%	
COLIN MCRAE RALLY 04	**Codemasters**	**40**	**92%**	
A defining moment for rally games. If you like rallying, you've got to get this				
COLD FEAR	Ubisoft	60	83%	
COLD WINTER	Vivendi	62	80%	
COLIN MCRAE RALLY 2005	Codemasters	54	88%	
COMBAT ELITE: WW2 PARATROOPERS	Acclaim	52	77%	
COMMANDOS 2: MEN OF COURAGE	Eidos	24	79%	
CONFLICT: DESERT STORM	SCi	27	78%	
CONFLICT DESERT STORM 2	SCi	39	88%	
CONFLICT: VIETNAM	SCi	54	76%	
CONFLICT ZONE	Ubisoft	22	79%	
CONSTANTINE	SCi	60	60%	
CONTRA: SHATTERED SOLDIER	Konami Europe	32	52%	
CRASH BANDICOOT: THE WRATH OF CORTEX	Vivendi	17	66%	
CRASH 'N BURN	Eidos	57	46%	
CRASH TWINSANITY	Vivendi	55	49%	
CRAZY TAXI	Acclaim	10	80%	
CRICKET 2002	EA	18	41%	
CRIMSON SEA 2	Koei	53	70%	
CRIMSON TEARS	Capcom	51	74%	
CRISIS ZONE	Namco	53	59%	
CROUCHING TIGER, HIDDEN DRAGON	Ubisoft	44	35%	
CY GIRLS	Konami	50	74%	
DAKAR 2	Acclaim	34	50%	
DANCE UK	Big Ben	42	67%	
DANCING STAGE FUSION	Konami	58	67%	
DANCING STAGE MEGAMIX	Konami Europe	36	85%	
DARK ANGEL	Vivendi	34	45%	
DARK CHRONICLE	**SCEE**	**37**	**90%**	
Debatably better than Final Fantasy X, but edged out in pomp and presence.				
DARK CLOUD	Sony	11	81%	
DARK SUMMIT	THQ	21	56%	
DAVE MIRRA FREESTYLE BMX 2	Acclaim	14	76%	
DEAD OR ALIVE 2	SCEE	05	83%	
DEAD TO RIGHTS	EA	38	70%	
DEATH BY DEGREES	Sony	60	42%	
DEFENDER	Midway	31	76%	
DEF JAM: FIGHT FOR NY	EA	54	86%	
DEF JAM VENDETTA	EA	36	75%	
DETONATOR	Midas	47	69%	
DESTRUCTION DERBY ARENAS	Sony	45	42%	
DEUS EX: THE CONSPIRACY	Eidos	22	88%	
DEVIL MAY CRY	**Capcom**	**15**	**90%**	
Blindingly gorgeous and cracking to play. A brilliant advert for PS2				
DEVIL MAY CRY 2	Capcom	33	72%	
DEVIL MAY CRY 3	Capcom	60	89%	
DIE HARD VENDETTA	Vivendi	38	54%	
DINO STALKER	Capcom	26	58%	
DISGAEA: HOUR OF DARKNESS	Koei	49	86%	
DISNEY'S EXTREME SKATE ADVENTURE	Disney	40	78%	
DISNEY'S STITCH: EXPERIMENT 626	Disney	27	64%	
DJ: DECKS & FX	Sony	53	74%	
DONALD DUCK PK	Ubisoft	30	64%	
DOWNFORCE	Titus	23	64%	
DOT HACK INFECTION: PART ONE	Atari	47	58%	
DOWNHILL DOMINATION	Codemasters	46	80%	
DRAGON BALL Z: BUDOKAI	Atari	30	60%	
DRAKENGARD	Take 2	50	75%	
DRAGON RAGE	3DO	23	43%	
DRAKAN: THE ANCIENTS' GATES	Sony	20	75%	
DRIV3R	**Atari**	**50**	**90%**	
Superb in Free Ride, less so in Story Mode, but balls-out street-driving fun.				
DRIVEN	Bam!	17	46%	
DRIVEN TO DESTRUCTION	Atari	55	65%	
DRIVING EMOTION TYPE-S	Squaresoft	01	57%	
DR MUTO	Midway	33	59%	
DROME RACERS	EA	31	50%	
DROPSHIP	Sony	18	75%	
DYNASTY TACTICS 2	Koei	44	69%	
DYNASTY WARRIORS 3: XTREME LEGENDS	Koei	34	69%	
DYNASTY WARRIORS 4	Koei	37	80%	
DYNASTY WARRIORS 4: EMPIRES	Koei	53	70%	
DYNASTY WARRIORS 4: XTREME LEGENDS	Koei	46	70%	
DYNASTY WARRIORS 5	Koei	63	53%	
ECCO THE DOLPHIN: DEFENDER OF THE FUTURE	Sony	18	52%	
EGGO MANIA	Kemco	27	40%	
EJAY CLUBWORLD	Empire	26	84%	

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
ENDGAME	Empire	25	49%	
ENGLAND INTERNATIONAL FOOTBALL	Codemasters	49	62%	
ENTER THE MATRIX	Atari	37	81%	
ENTHUSIA PROFESSIONAL RACING	Konami	62	77%	
EOE: EVE OF EXTINCTION	Eidos	22	71%	
EPHEMERAL FANTASIA	Konami	12	80%	
ESCAPE FROM MONKEY ISLAND	Activision	12	82%	
ESPN INTERNATIONAL TRACK & FIELD	Konami	04	63%	
ESPN INTERNATIONAL WINTER SPORTS	Konami	20	55%	
ESPN NATIONAL HOCKEY NIGHT	Konami	09	68%	
ESPN NBA 2NIGHT 2002	Konami	24	72%	
ESPN NFL 2K5	Take Two	59	83%	
ESPN NHL 2K5	Take Two	59	71%	
ESPN NHL HOCKEY	Sega	44	78%	
ESPN X GAMES SKATEBOARDING	Konami	15	62%	
ESPN WINTER X GAMES SNOWBOARDING	Konami	04	70%	
ESPN WINTER X GAMES SNOWBOARDING 2	Konami	20	69%	
EVERBLUE 2	Capcom Eurosoft	34	56%	
EVERQUEST ONLINE ADVENTURES	SCEE	41	70%	
EVIL DEAD: A FISTFUL OF BOOMSTICK	THQ	37	68%	
EVOLUTION SKATEBOARDING	Konami	33	54%	
EVOLUTION SNOWBOARDING	Konami	33	43%	
EXTERMINATION	Sony	09	78%	
EXTREME-G 3	Acclaim	13	60%	
EYE TOY: ANTIGRAV	Sony	63	66%	
EYE TOY: PLAY	SCEE	38	82%	
EYETOY: PLAY 2	Sony	56	75%	
F1 2002	EA	24	84%	
F1 CAREER CHALLENGE	EA	37	58%	
F1 RACING CHAMPIONSHIP	Ubisoft	07	66%	
FALLOUT: BROTHERHOOD OF STEEL	Interplay	48	46%	
FAME ACADEMY	Ubisoft	44	38%	
FANTAVISION	SCEE	01	85%	
FELLOWSHIP OF THE RING, THE	Vivendi	30	70%	
FERRARI F355 CHALLENGE	SCEE	27	67%	
FIFA 2005	EA	54	79%	
FIFA STREET	EA	60	63%	
FIGHT CLUB	Vivendi	59	19%	
FIGHT NIGHT 2004	EA	48	88%	
FIGHT NIGHT ROUND 2	EA	61	89%	
FINAL FANTASY X	**SCEE**	**23**	**91%**	
The most life-swallowing RPG of them all – even with the random battles.				
FINAL FANTASY 10-2	Square Enix	44	83%	
FINAL FANTASY XI (IMPORT)	Square Enix	49	85%	
FINDING NEMO	THQ	41	71%	
FIREBLADE	Midway	24	68%	
FIREFIGHTER FD18	Konami	49	76%	
FLAT OUT	Empire	56	77%	
FLIPNIC	Ubisoft	45	76%	
FORBIDDEN SIREN	Sony	44	80%	
FORD RACING 3	Empire	56	34%	
FORGOTTEN REALMS: DEMON STONE	Atari	54	74%	
FORMULA ONE 2004	SCEE	52	65%	
FREAK OUT	Swing! AG Media	13	79%	
FREAKY FLYERS	Midway	42	77%	
FREEDOM FIGHTERS	**EA**	**40**	**92%**	
An utterly compelling squad-based shooter that's intelligent and addictive.				
FREEKSTYLE	EA	25	59%	
FREESTYLE METAL X	EA	40	74%	
FREQUENCY	SCEE	23	64%	
FULL SPECTRUM WARRIOR	THQ	61	85%	
FUR FIGHTERS	Acclaim	10	86%	
FUTURAMA	SCi	37	75%	
FUTURE TACTICS	Jo Wood	57	64%	
G1 JOCKEY 3	Koei UK	34	43%	
GALERIANS: ASH	Big Ben	34	50%	
GALLOP RACER	Zoo Digital	41	39%	
GALLOP RACER 2	Zoo Digital	60	34%	
GAMETRAK: DARK WIND	In2Games	54	55%	
GET ON DA MIC	Eidos	56	49%	
GETAWAY, THE	SCEE	31	78%	
GETAWAY: BLACK MONDAY, THE	Sony	56	71%	
GHOST IN THE SHELL: STAND ALONE COMPLEX	Atari	62	47%	
GHOST RECON	Ubisoft	30	65%	
GHOST RECON: JUNGLE STORM	Ubisoft	47	75%	
GHOST RECON 2	Ubisoft	57	63%	
GIANTS: CITIZEN KABUTO	Interplay	17	80%	
GIFT	Acclaim	12	51%	
GITAROO MAN	THQ	22	79%	
GLADIUS	Activision	42	52%	
GOD OF WAR	**Sony**	**62**	**92%**	
A lesson in intense gaming, *God Of War* grabs you by the balls and doesn't let go.				
GOBLIN COMMANDER: UNLEASH THE HORDE	Jaleco	47	65%	
GOLDENEYE: ROGUE AGENT	EA	56	58%	
GRADIUS V	Konami	51	83%	
GRANDIA 2	Ubisoft	23	45%	
GRAND PRIX CHALLENGE	Atari	31	85%	
GRAND THEFT AUTO 3	**Take 2**	**16**	**92%**	
Its scope and and tiny touches are some of the most impressive on PS2				
GRAND THEFT AUTO: VICE CITY	**Rockstar**	**29**	**97%**	
The music, the styling, the freedom. (almost) nothing beats it. A great leap for games				
GRAND THEFT AUTO: SAN ANDREAS	**Rockstar**	**56**	**99%**	
Simply the best game on PS2. Mind-boggling in scale and as involving as it gets				
GRAND TOUR RACING GT-R 400	Midas	51	53%	
GRAN TURISMO 3	**SCEE**	**13**	**93%**	
The most complete racing game yet and one you can truly sink your teeth into				
GRAN TURISMO 4	**SCEE**	**59**	**92%**	
No radical departure, and no online mode, but still the most serious racing sim on PS2.				
GRAN TURISMO 4: PROLOGUE	Sony	50	79%	
GRAVITY GAMES BIKE: STREET, VERT, DIRT	Midway	28	48%	
GREAT ESCAPE, THE	SCi	39	73%	
GREGORY HORROR SHOW	Capcom	42	70%	
GROOVE RIDER	Play It	45	52%	
G-SURFERS	Midas	16	49%	
GTC: AFRICA	Rage	16	74%	
GUILTY GEAR X2	Big Ben	35	84%	
GUILTY GEAR X2: RELOAD	Zoo Digital	57	66%	
GUMBALL 3000	SCi	29	73%	
GUNBIRD: SPECIAL EDITION	Xplosiv	62	39%	
GUNDAM: FEDERATION VS ZEON	Atari	29	39%	

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
GUNFIGHTER 2: REVENGE OF JESSE JAMES	Ubisoft	35	40%	
GUNGRAVE	Activision	30	68%	
GUN GRIFFON BLAZE	Virgin	07	70%	
HALF-LIFE	**VIVENDI**	**16**	**90%**	
A port of one of the best PC games ever made This is a must buy for all FPS fans.				
HARRY POTTER AND THE CHAMBER OF SECRETS	EA	31	65%	
HARRY POTTER AND THE PRISONER OF AZKABAN	EA	51	76%	
HARRY POTTER: THE PHILOSOPHER'S STONE	EA	44	55%	
HAUNTING GROUND	Capcom	62	78%	
HAUNTED MANSION, THE	TDK Mediactive	46	70%	
HAVEN: CALL OF THE KING	Midway	29	81%	
HEADHUNTER	Sega	19	81%	
HEADHUNTER: REDEMPTION	Sega	53	53%	
HERDY GERDY	Eidos	21	69%	
HIGH HEAT MAJOR LEAGUE BASEBALL	3DO	24	71%	
HITMAN 2: SILENT ASSASSIN	Eidos	28	89%	
HITMAN: CONTRACTS	**EIDOS**	**49**	**90%**	
A game that promotes experimentation and plays brilliantly. A twisted funhouse				
HOTWHEELS VELOCITY X MAXIMUM JUSTICE	THQ	31	51%	
HULK, THE	Vivendi	38	70%	
HUNTER WAYWARD: THE RECKONING	Vivendi	41	30%	
HYPER STREET FIGHTER II: 15TH ANNIVERSARY EDT.	Capcom	46	89%	
ICO	SCEA	17	85%	
INCREDIBLES, THE	THQ	57	72%	
INDIANA JONES AND THE EMPEROR'S TOMB	Activision	39	80%	
INDYCAR SERIES 2005	Codemasters	53	63%	
I-NINJA	SCEE	45	85%	
INTERNATIONAL CUE CLUB	Midas	24	56%	
ISLAND EXTREME STUNTS	SCEE	33	65%	
ISLE OF MAN TT SUPERBIKES	Jester	53	59%	
ISS3	Konami	34	78%	
ITALIAN JOB: LA HEIST, THE	Eidos	40	51%	
JADE COCOON 2	Ubisoft	22	70%	
JAK & DAXTER	Sony	18	85%	
JAK 2: RENEGADE	**SCEE**	**40**	**93%**	
Vast, well-built and bursting with distractions. How can others compete?				
JAK 3	Sony	56	88%	
JAMES BOND 007: EVERYTHING OR NOTHING	EA	46	77%	
JAMES BOND 007 IN AGENT UNDER FIRE	EA	17	88%	
JAMES BOND 007 IN... NIGHTFIRE	EA	30	78%	
JET SKI RIDERS	Eidos	18	38%	
JONNY MOSELEY MAD TRIX	3DO	20	38%	
JUDGE DREDD: DREDD VS DEATH	Vivendi	40	83%	
JUICED	THQ	62	68%	
JUNGLE BOOK GROOVE PARTY	Ubisoft	10	50%	
JURASSIC PARK: OPERATION GENESIS	Vivendi	34	61%	
KATAMARI DAMASHII	Namco	49	83%	
KARAOKE STAGE	Konami	49	85%	
KENGO	Ubisoft	09	60%	
KELLY SLATER'S PRO SURFER	Activision	28	75%	
KESSEN II	KOEI	20	66%	
KESSEN III	KOEI	61	82%	
KILL.SWITCH	Sony	44	78%	
KILLZONE	Sony	55	88%	
KING ARTHUR	Konami	57	37%	
KING OF FIGHTERS 2000 / 2001	Ignition	55	73%	
KING OF FIGHTERS: MAXIMUM IMPACT	Ignition	61	79%	
KING OF ROUTE 66	Sega	41	44%	
KINGDOM HEARTS	SCEE	29	88%	
KING'S FIELD: THE ANCIENT CITY	Metro3D Inc	24	54%	
KLONOA 2	Namco	10	73%	
KNIGHT RIDER 2	Koch Media	57	21%	
KNOCKOUT KINGS 2001	EA	07	79%	
KNOCKOUT KINGS 2002	EA	21	83%	
KURI KURI MIX	Empire	10	78%	
KYA: DARK LINEAGE	Atari	45	73%	
LA PUCELLE TACTICS	Mastiff	52	80%	
LEGAIA 2: DUEL SAGA	Eidos	28	59%	
LEGEND OF KAY	Koch Media	59	69%	
LEGENDS OF WRESTLING 2	Acclaim	33	68%	
LEGION: LEGEND OF EXCALIBUR	Midway	27	70%	
LEGO RACERS 2	Lego Software	18	42%	
LEGO STAR WARS	Eidos	62	78%	
LEISURE SUIT LARRY: MAGNA CUM LAUDE	Vivendi	54	80%	
LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS	Activision	58	55%	
LE MANS 24 HOURS	Atari	12	73%	
LETHAL SKIES	THQ	27	63%	
LETHAL SKIES 2	Big Ben	48	68%	
LE TOUR DE FRANCE	Konami	23	75%	
LE TOUR DE FRANCE: CENTENARY EDITION	Konami	38	71%	
LMA MANAGER 2005	Codemasters	55	80%	
LONDON RACER: WORLD CHALLENGE	Davilex	40	59%	
LOONY TUNES SPACE RACE	Atari	19	65%	
LORD OF THE RINGS: THE THIRD AGE	EA	55	53%	
LORD OF THE RINGS: THE TWO TOWERS	EA	29	76%	
LOTUS CHALLENGE	Virgin	16	60%	
MACE GRIFFIN: BOUNTY HUNTER	Vivendi	38	79%	
MADDEN NFL 2005	EA	54	82%	
MAD MAESTROS	Eidos	22	70%	
MAFIA	Take Two	46	71%	
MALICE	Evolved Games	51	60%	
MARK OF KRI, THE	SCEA	33	74%	
MARVEL VS CAPCOM 2	Capcom	29	84%	
MASHED: FULLY LOADED	Xplosiv	62	70%	
MASTER RALLYE	Microids	24	55%	
MAXIMO	Konami	20	84%	
MAXIMO VS THE ARMY OF ZIN	Konami	42	81%	
MAX PAYNE	Take 2	19	82%	
MAX PAYNE 2: THE FALL OF MAX PAYNE	Rockstar	45	65%	
MDK2 ARMAGEDDON	Interplay	09	76%	
MEDAL OF HONOR: FRONTLINE	EA	23	89%	
MEGA MAN X8	Capcom	59	45%	
MEN IN BLACK 2: ALIEN ESCAPE	Atari	26	42%	
MERCENARIES	Lucas Arts	58	88%	
METAL ARMS: GLITCH IN THE SYSTEM	Vivendi	41	87%	
METAL GEAR SOLID 2	**Konami**	**17**	**96%**	
Near perfectly balanced and worth every bit of the hype. An all-time classic.				
METAL GEAR SOLID 3	**Konami**	**57**	**97%**	
We didn't think it could get better. We were wrong. An epic masterpiece.				
METAL GEAR SOLID 2: SUBSTANCE	Konami	33	78%	

TOP FIVE

DRIVING

1. BURNOUT 3: TAKEDOWN
2. GRAN TURISMO 4
3. COLIN MCRAE RALLY 3
4. TOCA RACE DRIVER 2
5. WORLD RALLY CHAMPIONSHIP 3

PLATFORMERS

1. RATCHET AND CLANK 3
2. JAK 2: RENEGADE
3. BEYOND GOOD AND EVIL
4. MAXIMO
5. RAYMAN 3: HOODLUM HAVOC

FIRST-PERSON SHOOTERS

1. TIMESPLITTERS 2
2. HALF-LIFE
3. DEUS EX
4. CALL OF DUTY
5. KILLZONE

ALL TIME BEST

1. GRAND THEFT AUTO: SAN ANDREAS
2. METAL GEAR SOLID 3
3. PRO EVOLUTION SOCCER 4
4. TIMESPLITTERS 2
5. SSX3

BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

4X4 EVOLUTION 2	16%	CYCLONE CIRCUS – POWER SAIL RACING	9%
18 WHEELER	36%	DAVID BECKHAM SOCCER	24%
AIR RANGER: RESCUE HELICOPTER	24%	DISNEY'S DINOSAUR	15%
ALPINE RACER 3	31%	DONALD DUCK: QUACK ATTACK	29%
ARMY MEN: GREEN ROGUE	18%	DRAGON'S LAIR 3D: SPECIAL ED	17%
ATLANTIS 3: THE NEW WORLD	19%	ETERNAL RING	35%
BUTT UGLY MARTIANS: ZOOM OR DOOM!	34%	EX ZEUS	30%
CATWOMAN	02%	EVIL TWIN: CYPRIEN'S CHRONICLES	30%
CAT IN THE HAT, THE	27%	FIGHTBOX	11%
CHARLIE'S ANGELS	14%	FLINTSTONES, VIVA ROCK VEGAS	13%
CRASHED	31%	FRANK HERBERT'S DUNE	22%
CURSE: EYE OF ISIS, THE	24%	FROGGER BEYOND	35%
GAUNTLET	12%	KIDZ SPORTS: BASKETBALL	31%
CELEBRITY DEATHMATCH	33%	KNIGHT RIDER	17%
CODA	16%	LAKEMASTERS EX	36%
GO GO COPTER	37%	LARGO WINCH: EMPIRE UNDER THREAT	11%
GO GO GOLF	15%	LONDON RACER 2	23%
GRADIUS 3 & 4	29%	MARY-KATE AND ASHLEY	
HE-MAN: DEFENDER OF GRAYSKULL	15%	SWEET 16 LICENSED TO DRIVE	33%
HIDDEN INVASION	21%	MUSIC MAKER	23%
HUGO BUKKAZOOM	17%	POLAROID PETE	15%
INTERNATIONAL LEAGUE SOCCER	07%	POWERDROME: RACE OF CHAMPIONS	21%
IRON ACES 2	17%	POWERPUFF GIRLS, THE	19%
JET ION GP	07%	PRYZM: THE DARK UNICORN	13%

TOP FIVE

DAN G'S FAVOURITE GAMES OF ALL TIME

1 METAL GEAR SOLID 3
It so reminds me of playing in the woods with my childhood friends. Well, bits of them.

2 ICO
Restful yet thrilling, sweet yet not effette, clever but not maddening. Like Konnie Huq.

3 MANHUNT
Frankly, it's the only thing that stops me sawing people's heads off in real life

4 GRAN TURISMO 4
An achievement so colossal neither PC nor Xbox wannabes can even come close. Genius.

5 BURNOUT 3
Does everything *GT* doesn't want to do. And makes you laugh your eyes onto your face

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
METAL SLUG 3	Playmore	55	79%	B
MIAMI VICE	Atomic Planet	58	13%	
MICRO MACHINES	Atari	30	59%	
MIDNIGHT CLUB 2	Rockstar	37	80%	S
MIDWAY ARCADE TREASURES	Midway	45	48%	
MIDWAY ARCADE TREASURES 2	Midway	55	71%	B
MIKE TYSON HEAVYWEIGHT BOXING	Codemasters	23	61%	
MINORITY REPORT	Activision	31	60%	
MISSION IMPOSSIBLE: OPERATION SURMA	Atari	44	59%	
MONKEY MANIA	Sony	60	69%	
MONSTER HUNTER	Capcom	62	70%	B
MONSTERS, INC	Sony	19	41%	
MORTAL KOMBAT: DEADLY ALLIANCE	Midway	33	85%	S
MORTAL KOMBAT: DECEPTION	Midway	54	85%	S
MOTO GP3	SCEE	35	74%	B
MOTO GP4	Sony	63	78%	B
MOTOR MAYHEM	Atari	15	63%	
MR GOLF	Midas Games	34	56%	
MR MOSKEETO	Eidos	22	52%	
MTV MUSIC GENERATOR 2	**Codemasters**	**10**	**90%**	
A musical pandora's box, offering professional results to everyone.				
MTX MOTOTRAX	Activision	49	79%	B
MUMMY RETURNS, THE	Vivendi	17	46%	
MUSIC 3000	Jester Interactive	35	81%	S
MX 2002	THQ	14	78%	B
MX RIDER	Atari	15	62%	
MX SUPERFLY	THQ	27	72%	B
MX UNLEASHED	THQ	48	75%	B
MX VS. ATV: UNLEASHED	THQ	61	78%	B
MYSTIC HEROES	Koei UK	34	67%	
NANO BREAKER	Konami	59	59%	
NARC	Midway	62	45%	
NAVAL OPS: COMMANDER	Koei	52	68%	
NAVAL OPS: WARSHIP GUNNER	Koei	41	63%	
NBA 2K3	Atari	35	70%	B
NBA BALLERS	Midway	53	82%	S
NBA JAM	Acclaim	42	77%	B
NBA LIVE 2004	EA	42	84%	S
NBA STREET VOLUME 2	EA	35	85%	S
NBA STREET VOLUME 3	EA	60	87%	S
NEED FOR SPEED 2	EA	55	87%	S
NEXT GENERATION TENNIS 2003	Wanadoo	38	55%	
NFL 2K3	Atari	35	78%	B
NFL STREET	EA	46	64%	
NFL STREET 2	EA	61	55%	
NHL HITZ 2003	Midway	28	80%	S
NHL HITZ: PRO	Midway	42	80%	S
NIGHTSHADE	Sega	46	73%	B
NINJA ASSAULT	SCEE	27	71%	B
NO ONE LIVES FOREVER	Vivendi	21	71%	B
NY RACE	Wanadoo	17	40%	
OBSCURE	Ubisoft	54	80%	S
ONI	Take 2	07	62%	
ONIMUSHA 2	Capcom	27	89%	S
ONIMUSHA 3	**Capcom**	**50**	**92%**	
Provocative, exquisite gameplay backed up by plush visuals and a rousing score.				
ONIMUSHA: BLADE WARRIORS	Capcom	45	75%	B
OPERATION WINBACK	Koei	08	68%	
ORPHEN	Activision	04	56%	
OUTLAW GOLF 2	Take 2	57	78%	B
PAC-MAN WORLD 2	SCEE	33	75%	B
PARAPPA THE RAPPER 2	Sony	16	75%	B
PARIS-DAKAR RALLY	Acclaim	15	60%	
PENNY RACERS	Midas	16	43%	
PERFECT ACE PRO TENNIS	Oxygen Int.	38	38%	
PETER PAN: LEGEND OF NEVERLAND	Sony	20	50%	
PITFALL: THE LOST EXPEDITION	Activision	47	71%	B
PIRATES: LEGEND OF BLACK KAT	EA	21	38%	
PLAYBOY: THE MANSION	Ubisoft	60	51%	
POLICE 24/7	Konami	19	49%	
POOL MASTER	Take 2	05	45%	
POOL PARADISE	Awesome Studio	48	72%	B
POOL SHARK 2	Zoo Digital	57	56%	
PORTAL RUNNER	3DO	16	55%	
PREDATOR: CONCRETE JUNGLE	Vivendi	63	58%	
PREMIER MANAGER	Zoo Digital	31	80%	S
PREMIER MANAGER 2004/2005	Zoo Digital	57	63%	
PRIDE FC	THQ	34	75%	B
PRIMAL	SCEE	33	79%	B
PRINCE OF PERSIA: WARRIOR WITHIN	Ubisoft	56	87%	G
PRISONER OF WAR	Codemasters	24	73%	B
PRO EVOLUTION SOCCER 4	**Konami**	**55**	**94%**	
Inredible customisation, subterranean depth and sublime control. As rewarding as it gets.				
PROJECT EDEN	Eidos	14	86%	S
PROJECT: SNOWBLIND	Eidos	59	83%	S
PROJECT ZERO 2: CRIMSON BUTTERFLY	Tecmo	45	82%	S
PRO RALLY 2002	Ubisoft	22	68%	
PSI-OPS: THE MINDGATE CONSPIRACY	Midway	52	86%	S
PTO IV	Koei	48	41%	
PUNISHER, THE	THQ	60	82%	S
PUYO POP FEVER	Sega	46	85%	S
QUAKE 3 REVOLUTION	Bullfrog	08	85%	S
RAINBOW SIX 3	Ubisoft	47	77%	G

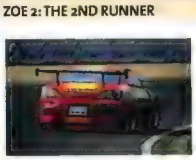
GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
RALLY CHAMPIONSHIP	SCi	24	56%	
RALLY FUSION: RACE OF CHAMPIONS	Activision	29	68%	
RATCHET & CLANK	**SCEE**	**29**	**91%**	
A labour of love on every crafted level. Packing a ton of ingenious gadgets.				
RATCHET & CLANK 2	SCEE	42	85%	S
RATCHET & CLANK 3	**Sony**	**56**	**92%**	
PS2 platforming perfection. It gets no better than this. A must for all platforming fans				
RAYMAN	Ubisoft	18	48%	
RAYMAN REVOLUTION	Ubisoft	05	68%	
RAYMAN 3: HOODLUM HAVOC	Ubisoft	34	80%	S
RC REVENGE PRO	Acclaim	04	56%	
READY 2 RUMBLE: ROUND 2	Midway	04	82%	S
RED CARD	Midway	23	80%	S
RED DEAD REVOLVER	Rockstar	49	86%	S
RED FACTION	THQ	11	88%	S
RED FACTION 2	THQ	29	85%	S
RED NINJA: END OF HONOUR	Vivendi Universal	61	73%	B
REIGN OF FIRE	Bam!	30	71%	B
RESIDENT EVIL CODE: VERONICA X	Capcom	13	80%	S
RESIDENT EVIL: DEAD AIM	Capcom	37	68%	
RESIDENT EVIL SURVIVOR 2 CODE: VERONICA	Capcom	20	41%	
RESIDENT EVIL OUTBREAK	Capcom	45	86%	S
RESIDENT EVIL OUTBREAK FILE 2	Capcom	57	71%	B
RETURN TO CASTLE WOLFENSTEIN OP. RESURRECTION	Activision	38	80%	S
REZ	Sony	18	66%	
RIBBIT KING	Atari	55	22%	
RICHARD BURNS RALLY	SCi	51	66%	
RIDGE RACER 5	Namco	01	72%	B
RIDING SPIRITS	Bam!	27	46%	
RIDING SPIRITS 2	Capcom	50	48%	
RING OF RED	Konami	10	74%	B
RISE TO HONOUR	Sony	47	71%	B
ROBOTECH: BATTLECRY	TDK Mediactive	30	69%	
ROBOT WARS: ARENAS OF DESTRUCTION	BBC	16	63%	
ROADKILL	Terminal Reality	44	72%	B
ROCKY	Rage	29	84%	S
ROCKY LEGENDS	Ubisoft	55	66%	
ROGUE OPS	Kemco	45	38%	
ROLLERCOASTER WORLD	Midas	47	50%	
ROMANCE OF THE THREE KINGS VIII	Koei	48	70%	B
R: RACER EVOLUTION	NAMCO	45	37%	
RTX RED ROCK	LucasArts	38	55%	
RUGBY 2004	EA	40	81%	S
RUGBY 2005	EA	63	61%	
RUMBLE RACING	EA	10	76%	B
RUMBLE ROSES	Konami	59	69%	
RUNE: VIKING WARLORD	Take 2	13	56%	
RYGAR: THE LEGENDARY ADVENTURE	Tecmo	33	78%	S
SAMURAI	Bam!	25	74%	B
SAMURAI JACK: THE SHADOW OF AKU	Sega	51	59%	
SAMURAI WARRIORS	EA	52	80%	S
SAMURAI WARRIORS: XTREME LEGENDS	Koei	59	66%	
SAVAGE SKIES	Big Ben	34	67%	
S.C.A.R. - SQUADRA CORSE ALFA ROMEO	LAGO	63	50%	
SCOOBY-DOO: NIGHT OF 100 FRIGHTS	THQ	25	64%	
SCOOBY DOO: MYSTERY MAYHEM	THQ	49	51%	
SCRABBLE 2003 EDITION	Ubisoft	40	64%	
SECOND SIGHT	**Codemasters**	**53**	**90%**	
Beautiful design and a truly novel take on the stealth genre. A must for anyone				
SECRET WEAPONS OVER NORMANDY	LucasArts	45	76%	B
SEEK & DESTROY	Play It	39	69%	
SEGA BASS FISHING DUEL	Acclaim	33	55%	
SEGA SUPERSTARS	Sega	56	80%	S
SERIOUS SAM: NEXT ENCOUNTER	Take Two	49	74%	B
SHADOW HEARTS: COVENANT	Midway	60	84%	S
SHADOW MAN: 2ECOND COMING	Acclaim	20	68%	
SHADOW OF MEMORIES	Konami	06	80%	S
SHADOW OF ROME	Capcom	58	85%	S
SHARK TALE	Activision	55	29%	
SHELLSHOCK: NAM '67	Eidos	51	71%	B
SHIFTERS	3DO	24	40%	
SHINOBI	EA	35	75%	B
SHOX	EA	28	61%	
SHREK 2	Activision	51	78%	B
SHREK SUPER PARTY	TDK Mediactive	33	58%	
SHOWDOWN: LEGENDS OF WRESTLING	Acclaim	50	72%	B
SILENT HILL 2	Konami	15	88%	G
SILENT HILL 3	Konami	36	87%	G
SILENT HILL 4: THE ROOM	Konami	52	74%	B
SILENT SCOPE 3	Konami	31	54%	
SILPHEED	Working Design	03	51%	
SIMPSONS HIT AND RUN	Vivendi	42	77%	B
SIMPSONS ROAD RAGE, THE	EA	16	76%	B
SIMS, THE	EA	31	85%	S
SIMS: BUSTIN' OUT, THE	EA	44	79%	B
SINGSTAR	**SCEE**	**49**	**90%**	
For people who don't like games. And for people who love games				
SINGSTAR POPWORLD	Sony	62	70%	B
SKY ODYSSEY	SCEE	08	79%	B
SLAM TENNIS	Atari	25	77%	B
SLED STORM	EA	21	76%	B
SLY RACCOON	SCEE	31	80%	S
SLY 2: BAND OF THIEVES	SONY	55	81%	S

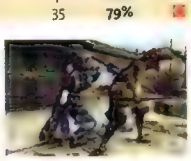
B BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | S SILVER AWARD: A top-notch PS2 title that scored between 80-89% | G GOLD AWARD: A game scoring 90% or more. An absolute classic.

RC SPORTS COPTER CHALLENGE	36%
RUNABOUT 3	42%
SCORPION KING, THE: RISE OF THE AKKADIAN	49%
SEGA SOCCER SLAM	36%
SEVEN SAMURAI 20XX	82%
SHADOW OF ZORRO	85%
SHAUN PALMER'S PRO SNOWBOARDER	85%
SIMPSONS SKATEBOARDING, THE	09%
SKY SURFER	39%
SPACE INVADERS: INVASION DAY	30%
SPEED CHALLENGE: JACQUES VILLENEUVE'S RACING VISION	38%

SUNNY GARCIA SURFING	82%
SUPERCAR STREET CHALLENGE	36%
SURFING H3O	82%
SVEN-GORAN ERIKSSON'S WORLD CUP CHALLENGE	08%
TETRIS WORLDS	42%
TERMINATOR 3: RISE OF THE MACHINES	35%
TOP ANGLER	22%
TWIN CALIBER	32%
WARRIORS OF MIGHT & MAGIC	44%
WDL WAR JETZ	29%
WHIRL TOUR	34%

GAME NAME	PUBLISHER	ISSUE	SCORE	AWARD
SMASH CARS	Metro 3D	39	54%	
SMASH COURT TENNIS: PRO TOURNAMENT 2	Sony	50	85%	S
SMUGGLER'S RUN	Take 2	03	75%	B
SMUGGLER'S RUN 2: HOSTILE TERRITORY	Take 2	17	77%	B
SNK VS CAPCOM: SVC CHAOS	SNK	59	78%	B
SOCOM: US NAVY SEALS	SCEA	30	82%	S
SOCOM 2: US NAVY SEALS	**SCEE**	**44**	**90%**	
Immersive and dramatic – this game alone is worth hooking up to broadband.				
SOLDIER OF FORTUNE: GOLD EDITION	Codemasters	23	64%	
SONIC HEROES	Sega	46	66%	
SOS: THE FINAL ESCAPE	Agetec	33	81%	S
SOUL CALIBUR 2	**Namco**	**40**	**93%**	
The very best fighter money can buy. Comes complete with old man Heihachi.				
SONIC MEGA COLLECTION PLUS	Sega	58	69%	
SOUL REAVER 2	Eidos	17	78%	B
SPAWN ARMAGEDDON	EA	47	69%	
SPEED KINGS	Acclaim	37	55%	
SPHINX AND THE CURSED MUMMY	THQ	46	64%	
SPIDER-MAN: THE MOVIE	Activision	24	70%	B
SPIDER-MAN 2	**Activision**	**51**	**92%**	
Best movie license ever. Best superhero game ever. Best GTA clone. Enough said.				
SPINDRIVE PING PONG	Xplosiv	62	32%	
SPLASHDOWN	Atari	16	75%	B
SPLASHDOWN 2: RIDERS GONE WILD	THQ	40	75%	B
SPLINTER CELL	**Ubisoft**	**34**	**91%**	
The ultimate 'boys with toys' action adventure that's full of surprises.				
SPLINTER CELL: CHAOS THEORY	Ubisoft	61	88%	G
SPLINTER CELL: PANDORA TOMORROW	Ubisoft	51	88%	G
SPONGEBOB SQUAREPANTS MOVIE, THE	THQ	59	43%	
SPONGEBOB SQUAREPANTS: MOVIN' WITH FRIENDS	THQ	58	29%	
SPY FICTION	Sammy	54	75%	B
SPY HUNTER 2	Midway	46	67%	
SPY VS. SPY	Take Two	61	32%	
SPYRO: ENTER THE DRAGONFLY	Universal	30	68%	
SSX TRICKY	**EA**	**16**	**95%**	
Edgy, funky, cool – compulsive gameplay with riotous effects equals pure fun.				
SSX3	**EA**	**41**	**94%**	
One of the few games to make you feel good about life. Responsive and thrilling.				
STAR OCEAN 3	Ubisoft	55	85%	S
STARSKY & HUTCH	Empire	38	77%	B
STAR TREK VOYAGER: ELITE FORCE	Codemasters	23	75%	B
STAR WARS: BATTLEFRONT	Activision	54	77%	B
STAR WARS: BOUNTY HUNTER	Activision	31	62%	
STAR WARS: EPISODE III REVENGE OF THE SITH	Activision	63	48%	
STAR WARS: JEDI STARFIGHTER	Activision	22	80%	S
STAR WARS: STARFIGHTER	Activision	09	85%	S
STAR WARS: THE CLONE WARS	Activision	33	69%	
STATE OF EMERGENCY	Take 2	20	75%	B
STOLEN	Hip Interactive	62	38%	
STREET FIGHTER EX3	Capcom	05	79%	B
STREET HOOPS	Activision	28	64%	
STREET RACING SYNDICATE	Codemasters	62	62%	
STUNT GP	Titus	16	38%	
STUNTMAN	Atari	26	74%	B
SUFFERING, THE	Midway	48	86%	S
SUIKODEN 3	Konami	39	66%	
SUIKODEN IV	Konami	63	65%	
SUMMER HEAT BEACH VOLLEYBALL	Acclaim	39	56%	
SUMMONER	THQ	07	70%	B
SUMMONER 2	THQ	29	73%	B
SUM OF ALL FEARS, THE	Ubisoft	29	57%	
SUPER BUST-A-MOVE	Acclaim	04	78%	B
SUPERFARM	Ignition	42	60%	
SUPERMAN: SHADOW OF APOKOLIPS	Atari	29	48%	
SUPER TRUCKS	Jester	22	45%	
SWAT GLOBAL STRIKE TEAM	Vivendi	42	82%	S
SWING AWAY GOLF	EA	05	70%	B
SX SUPERSTAR	Acclaim	38	53%	
SYPHON FILTER: THE OMEGA STRAIN	SCEA	50	75%	B
TAK AND THE POWER OF JUJU	THQ	47	70%	B
TAZ: WANTED	Atari	28	70%	B
TD OVERDRIVE	Atari	23	64%	
TEENAGE MUTANT NINJA TURTLES	Konami	47	56%	
TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS	Konami	58	23%	
TEKKEN 4	**SCEE**	**27**	**90%**	
Way more of everything than the stopgap Tournament title. Brilliant.				
TEKKEN 5	**Sony Namco**	**61**	**91%**	
And even better again – the ultimate *Tekken*.				
TEKKEN TAG TOURNAMENT	SCEE	04	87%	S
TENCHU: FATAL SHADOWS	Activision	63	68%	
TENCHU: WRATH OF HEAVEN	Activision	34	70%	B
TERMINATOR: DAWN OF FATE	Atari	28	49%	
TERMINATOR 3: REDEMPTION	Atari	55	66%	
TEST DRIVE: OFFROAD WIDE OPEN	Atari	16	44%	
THEME PARK WORLD	EA	05	68%	
THING, THE	Vivendi	27	83%	S
THIS IS FOOTBALL 2004	Sony	47	75%	B
THIS IS FOOTBALL 2005	Sony	56	68%	
THUNDERHAWK: OPERATION PHOENIX	Eidos	14	70%	B
TIGER WOODS PGA TOUR 2004	EA	40	81%	S
TIGER WOODS PGA TOUR 2005	EA	54	82%	S
TIME CRISIS 2	Sony	16	78%	B
TIMESPLITTERS 2	**EIDOS**	**28**	**95%**	
Stunning multiplayer action PLUS a massive, varied single-player mode too				
TIMESPLITTERS 3: FUTURE PERFECT	**EA**	**59**	**90%**	
Given the EA spit and polish, but now rather more soulless than before. Still superb, though.				
TOCA RACE DRIVER	Codemasters	26	82%	S
TOCA RACE DRIVER 2	**Codemasters**	**54**	**90%**	
Tracks, cars and – vitally – racing are all super				
TOKYO ROAD RACE	Midas	36	45%	
TOMB RAIDER: THE ANGEL OF DARKNESS	Eidos	38	58%	
TONY HAWKS UNDERGROUND 2	Eidos	55	89%	S
TONY HAWK'S PRO SKATER 4	**Activision**	**30**	**94%**	
Despite not having the impact of THPS3, we suggest you get this version first.				
TOP GEAR DARE DEVIL	Planet	04	62%	
TOP GUN: COMBAT ZONE	Virgin	16	67%	
TOTAL CLUB MANAGER 2005	EA	56	56%	
TOTAL IMMERSION RACING	Empire	31	74%	B
TRANSFORMERS	Atari	49	84%	S
TRANSWORLD SURF	Atari	26	72%	B
TREASURE PLANET	Sony	29	75%	B
TRIBES: AERIAL ASSAULT	Vivendi	37	74%	B
TRUE CRIME	Activision	43	74%	B
TUROK EVOLUTION	Acclaim	27	71%	B
TT SUPERBIKES	Konami	63	41%	
TWISTED METAL: BLACK	Sony	13	80%	S
TY THE TASMANIAN TIGER 2	EA	55	38%	
U MOVE SUPER SPORTS	Konami	57	63%	
UEFA CHALLENGE	Atari	12	56%	
UEFA CHAMPIONS LEAGUE 2001-2002	Take Two	18	48%	
UEFA CHAMPIONS LEAGUE 2004-2005	EA	59	62%	
UEFA EURO 2004	EA	49	70%	B
UFC: SUDDEN IMPACT	Take 2	51	70%	B
UFC: THROWDOWN	Ubisoft	27	75%	B
UNDER THE SKIN	Capcom	58	70%	B
UNLIMITED SAGA	Atari	42	41%	
UNREAL TOURNAMENT	Atari	07	82%	S
URBAN FREESTYLE SOCCER	Acclaim	45	72%	B
URBZ – SIMS IN THE CITY, THE	EA	56	50%	
USA RACER	Davilex	36	37%	
VAMPIRE NIGHTS	SCEE	21	59%	
VAN HELSING	VU Games	49	67%	
VEXX	Acclaim	34	73%	B
VIB RIPPLE	Sony	52	58%	
VICTORIOUS BOXERS	Empire	14	80%	S
VIETCONG: PURPLE HAZE	Gathering	54	71%	B
VIEWTIFUL JOE	Capcom	54	88%	S
VIEWTIFUL JOE 2	Capcom	58	85%	S
VIRTUA FIGHTER 4 EVOLUTION	Sega	36	87%	S
VIRTUAL-ON: MARZ	Sega	39	56%	
VIRTUA TENNIS 2	Acclaim	30	88%	S
V-RALLY 3	Atari	24	81%	S
WACKY RACES	Atari	11	63%	
WAKEBOARDING UNLEASHED: FT. SHAUN MURRAY	Activision	37	65%	
WALLACE AND GROMIT IN PROJECT ZOO	Bam!	41	69%	
WARHAMMER 40,000: FIRE WARRIOR	THQ	40	65%	
WAR OF THE MONSTERS	SCEE	34	69%	
WAY OF THE SAMURAI	Capcom	50	80%	S
WDL THUNDER TANKS	3DO	06	69%	
WHIPLASH	Eidos	46	72%	B
WHITEOUT	Konami	44	45%	
WHO WANTS TO BE A MILLIONAIRE 2	Eidos	17	53%	
WILD ARMS 3	Ubisoft	33	71%	B
WILD WILD RACING	Rage	03	71%	B
WINNING ELEVEN 7 INTERNATIONAL	Konami	50	89%	S
WINNING ELEVEN 8	**Konami**	**53**	**92%**	
A digital depiction of footballing brilliance second to none				
WIPEOUT FUSION	Sony	19	73%	B
WOODY WOODPECKER: ESC. FROM BUZZ BUZZARD'S PK	Cryo	30	49%	
WORLD CHAMPIONSHIP SNOOKER 2004	Codemasters	51	80%	S
WORLD CHAMPIONSHIP RUGBY	Acclaim	48	55%	
WORLD WAR ZERO: IRONSTORM	MC2	48	77%	B
WORMS 3D	Sega	42	80%	S
WORMS: FORTS	Atari	55	54%	
WORLD RALLY CHAMPIONSHIP 4	SCEE	55	87%	S
WORLD SNOOKER CHAMPIONSHIP 2005	Sega	61	68%	
WRECKLESS: THE YAKUZA MISSIONS	Activision	30	38%	
WWE CRUSH HOUR	THQ	37	49%	
WWE SMACKDOWN! SHUT YOUR MOUTH	THQ	29	82%	S
WWE SMACKDOWN! VS. RAW	THQ	56	85%	S
WWF SMACKDOWN! JUST BRING IT	THQ	16	80%	S
XGRA: EXTREME G	Acclaim	40	75%	B
X-MEN LEGENDS	Activision	55	69%	
X-MEN: NEXT DIMENSION	Activision	31	67%	
X-MEN: WOLVERINE'S REVENGE	Activision	36	75%	B
X SQUAD	EA	06	59%	
YU-GI-OH!: DUELLISTS OF THE ROSES	Konami	41	62%	
ZOE 2: THE 2ND RUNNER	Konami	35	79%	B





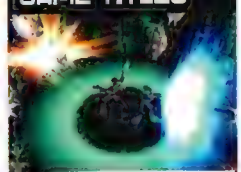
BRONZE AWARD: A very enjoyable and solid game scoring 70-79% | SILVER AWARD: A top-notch PS2 title that scored between 80-89% | GOLD AWARD: A game scoring 90% or more. An absolute classic.

TOP FIVE

WATER CREATURES

1. NEMO (FINDING NEMO)
2. SPONGEBOB SQUAREPANTS
3. ECCO THE DOLPHIN
4. TEENAGE MUTANT NINJA TURTLES
5. MR FROG (RIBBIT KING)

INACCURATE GAME TITLES



1. 'MEGA'MAN X8
2. TAZ: 'WANTED'
3. SHREK 'SUPER' PARTY
4. 'PERFECT' ACE PRO TENNIS
5. 'SUPER'MAN: SHADOW OF APOKALIPS

HOLIDAY PASTIMES

1. BEACH VOLLEYBALL (SUMMER HEAT)
2. SURFING (TRANSWORLD SURF)
3. GOLF (TIGER WOODS 2005)
4. FISHING (SEGA BASS FISHING)
5. GETTING BLADDERED (LARRY)

RETRO GAMES

1. GRADIUS V
2. ALIEN HOMINID
3. METAL SLUG 3
4. NEO CONTRA
5. SONIC MEGA COLLECTION PLUS

QUICK TIP: JUICED TO UNLOCK ALL CARS IN ARCADE MODE, ENTER 'PING' AT THE CHEATS SCREEN.

PrO iT

TRAINING YOU IN THE DARK ARTS OF PS2

94 STAR WARS EPISODE III

Well, yes, it's rubbish, but you might have accidentally bought it anyway. So here's a load of tips to stop you crying "NOOoooo!" like a baby.

96 GOD OF WAR

God of War is the saviour of summer. And not, contrary to popular belief, the sun. Or cold beer. Delve into our massive guide and become a gaming deity.

106 PRO DOJO

2001's worst novelty hit was Because I Got High by Afroman – but he wasn't anywhere near as high as this month's Dojo high scores. *Any-hoo*, keep 'em coming and win big.

The pages that put all other tips, from betting to asparagus, well and truly in the shade.

TIP OF THE MONTH

ARE YOU SO BAD WITH NINA AND COMPANY THAT YOUR MATES ARE TEKKEN THE MICK? THEN READ ON...

TEKKEN 5

STAR BLADE ARCADE GAME
Successfully complete Arcade mode with all of the fighters to unlock the Star Blade arcade game for play.

CONFIGURE ARCADE GAMES
At the "Press Start" screen for an Arcade History game, hold [SELECT]. An accurate representation of the game's DIP switches will appear, allowing you to customise the game as done on the actual arcade machine.

THEATRE MODE
Successfully complete story mode with any character to unlock Theatre Mode. Once unlocked, you're able to listen to the stage soundtracks, view the movies of the character used to complete story mode and the attract movies (Arcade Intro, PlayStation 2 Intro, and E3/TGS trailers). As you complete story mode with each character, more movies will become available in Theatre Mode. Getting all movies requires that you successfully complete story mode with both Kuma and Panda, as well as Christie and Eddy (although Eddy's ending is identical).

FINAL STAGE 2
Play 200 arcade mode matches to unlock the Final Stage 2. Alternatively, successfully complete Devil Within mode.

PLAY AS ANNA WILLIAMS
Successfully complete Story, Battle or Time Attack mode two times with different characters to unlock Anna Williams.

PLAY AS ASUKA (SCHOOL GIRL VERSION)
Play as Asuka at least fifty times, then highlight her at the character selection screen and press Ⓐ.

PLAY AS BAEK DOO SAN
Successfully complete Story, Battle or Time Attack mode three times with different characters to unlock Baek Doo San.

PLAY AS BRUCE IRVIN
Successfully complete Story, Battle or Time Attack mode four times with different characters to unlock Bruce Irvin.

PLAY AS DEVIL JIN
You can unlock Devil Jin by either completing the "Devil Within" side game or playing a number of games in arcade mode, vs mode or story mode. About 200 games in arcade mode seems to unlock him after you have unlocked all the other characters.

PLAY AS EDDY GORDO
Eddy is an extra outfit you buy for Christie for 500,000G.

PLAY AS GANRYU
Successfully complete Story, Battle or Time Attack mode seven times with different characters to unlock Ganryu.

PLAY AS HEIHACHI
Successfully complete Story, Battle or Time Attack mode nine times with different characters to unlock Heihachi.

PLAY AS KUMA
Successfully complete Story, Battle or Time Attack mode six times with different characters to unlock Kuma.

PLAY AS LING (SCHOOLGIRL VERSION)
Win fifty times in versus mode. Highlight Ling, then press [L1] at the character selection screen.

PLAY AS MOKUJIN
Successfully complete Story, Battle or Time Attack mode eight times with different characters to unlock Mokujin.

PLAY AS ROGER JR.
Successfully complete Story, Battle or Time Attack mode once with any character to unlock Roger Jr.

PLAY AS WANG JINREI
Successfully complete Story, Battle or Time Attack mode five times with different characters to unlock Wang Jinrei.

UNLOCKING ALL CHARACTERS
Keep completing story mode with different characters until everybody except Devil Jin is unlocked – there are no hidden "off screen" characters, by the way.

EASY MONEY
You can earn money in Arcade mode. If you play higher ranked CPU opponents, you will be rewarded with a higher amount of G after defeating him or her. The money earned per fight in Arcade mode ranges from 800G to about 4000G. In this mode, you will also encounter random roulettes which will multiply your winnings. You can also collect money while playing Devil Within and are rewarded an extra 100,000G upon completing the quest. Additionally, the fastest way to get some money in the bank at first is to unlock the endings for all characters by completing story mode with everybody. This will get you 100,000G per character for the first time through only. It won't work again.

GETTING EXPENSIVE ITEMS FOR FREE
You can get a number of the higher-priced items for free when you play Devil Within a second time after you have already completed the quest. Various expensive items will be scattered around throughout the game.

GAINING RANKS QUICKLY
In order to gain ranks quickly, you must play opponents of the same rank as you are. When defeating CPU opponents of the same rank as your character, it usually only requires three to five wins to get a promotion. After your fight has ended in Arcade mode, you can select one of three opponents with the D-pad. You cannot always select an opponent with the same rank, but do so when one is available; you will have your character rank maxed out quickly.

HIDDEN STORY MODE INTERLUDES
Do not always be quick to defeat the story mode interlude opponents. In some cases when you lose, you can see a different movie as part of the story.

LOOK UNDER ANNA'S SKIRT
Choose practice mode and select any character as player one. Select Anna as the practice dummy; she can be in any costume. Note: To unlock Anna, complete her story in Story mode. You may choose any stage. Knock her down with a special attack. Her back should be facing you while she is down on the ground. Then move behind her. You pervert.

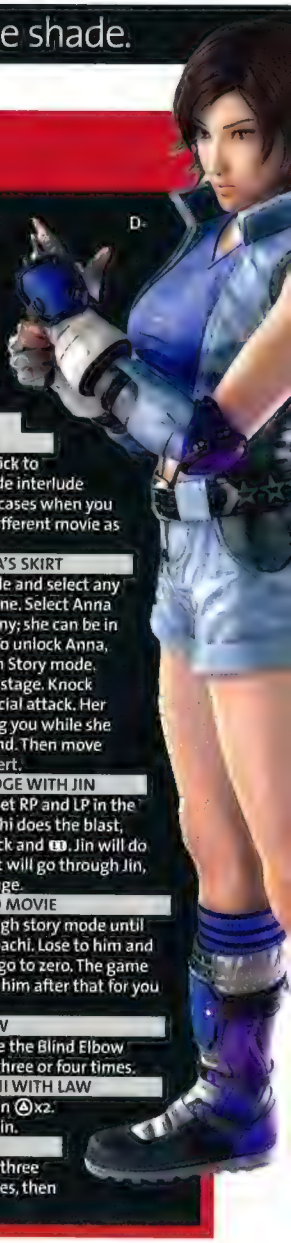
EASY JINPACHI DODGE WITH JIN
To make this easier, set RP and LP in the [L1] slot. When Jinpachi does the blast, press back on the stick and [L1]. Jin will do Force Block. The blast will go through Jin, but not do any damage.

JINPACHI'S SECOND MOVIE
Fight your way through story mode until you finally reach Jinpachi. Lose to him and let the time counter go to zero. The game will show a movie of him after that for you to watch.

EASY WIN WITH LAW
Press Ⓐ, Ⓐ, then use the Blind Elbow combo (press Ⓐx4) three or four times.

DEFEATING JINPACHI WITH LAW
Keep pressing ⓑ then Ⓐx2. Then, press Ⓐx2 again.

EASY WIN WITH LEE
Use Lee's Acid Storm three times (Right four times, then press ⓞ).



HAUNTING GROUND

EXTRA COSTUMES & VIEWABLE CUT-SCENES
Successfully complete the game on Normal difficulty and a "secret room" option will appear on the title screen. You will be able to change into these costumes which all affect gameplay:
Normal1.
Normal2 (no Ponytail, no boots).
Patient Dress.
Bondage (the kick is replaced with whip).
Cowgirl (kick replaced with gun, works the same).
Froggy Cosplay (crouching frog style).

DANCING GOLEM
Towards the end of the second chapter of this game (when the maid is chasing you), players will descend into a crypt where a Golem, tomb and plate machine can be found. Create a plate labeled SALTATIO and insert it into the golem for a brief, 10-second, Para-Para dance sequence.

MAID CHASING SEQUENCE SOLUTION
Lure a Luminescence to the room with the save point with the lamp in the middle. Lure the Luminescence to the lamp so it breaks the lamp and the path will open itself. When you come to the Scrabble-type boards make the following words – SALT – SULFUR – MERCURY – and insert them in any order into the dragon's mouth. Voila.

PREDATOR: CONCRETE JUNGLE

Bonus missions and rewards.

RAZE THE DEPOT
Mission: At the start, on the left side, are three people in a room. Wait until they are gone and one will come out underneath you. Kill him.
Reward: Energy upgrade.

THE MONSTER SQUAD
Weapon upgrade in a small corridor on fire.
Reward: Glaive upgrade.

A NIGHT TO REMEMBER
Kill all the snipers at the area where you have to kill lieutenants.
Reward: Alien Hunter costume (Alien vs. Predator)

EXTINCTION EVENT
Mission: Ignore the first lot of enemies and proceed to find a man who you have to kill.
Reward: Dark Blade Clan costume.

ESCAPE
Mission: Kill the head scientist with the symbol over his head at the place where you get the scientist for the retinal scanner.
Reward: Armour upgrade

RESCUE
Mission: All doors on left side require a soldier for retinal scanner. The third one along has the man you must kill. In the other three rooms on the left and the area where you retrieve weapons are weapon upgrades.
Reward: Combistick, Smart Disc and Maul upgrade. Bandoleer upgrade.

TEN THOUSAND WAYS TO DIE
Mission: Activate the three stealth beacons. There is a weapon upgrade close to one of the last beacons.
Reward: Health upgrade and Glaive upgrade.

COME TO MOTHER
Mission: Kill all prototype Ulysses.
Reward: Energy upgrade.

HOT TIME IN THE OLD TOWN
Mission: Kill the first eight guards without alerting any of them. A weapon upgrade is on top of the church.
Reward: Shoulder Cannon Upgrade and Armour upgrade.

IF IT BLEEDS...
Mission: Deactivate cooling fans in order (1-4). There is a weapon upgrade by the main reactor.
Rewards: Bandoleer upgrade and Smart Disc upgrade.

BUG HUNT
Mission: Kill 50 aliens.
Reward: City Hunter costume (Predator 2)

STREET RACING SYNDICATE

Press ↑, ↓, ←, → at the menu to enter the Code Entry screen, then follow these instructions.

UNLOCK 1996 SUPRA RZ
Enter SICKJZA

1999 MITSUBISHI ECLIPSE GS-T
Enter IGOTGST

2004 TOYOTA CELICA GT-S ACTION PACKAGE
Enter MYTCGTS

FREE CAR REPAIR
Enter FIXITUP

MAZDA RX-8
Enter RENESIS

PAC-MAN VINYL
Enter GORETRO

POLICE CAR
Enter GOTPOPO

SUBARU IMPREZA STI
Enter SICKGDB

BE RELEASED WITH A WARNING WHEN PULLED OVER IN STREET MODE
Enter LETMEGO

UNLOCK MAZDA RX-7 BATHURST
In Arcade Mode, have all first-place finishes in the Los Angeles Iron Man challenge

UNLOCK RX-8 MAZDASPEED
Have all first-place finishes in the Miami Iron Man challenge in Arcade mode

UNLOCK MITSUBISHI LANCER EVOLUTION VII GSR
Finish in first place in the Los Angeles checkpoint mission in Arcade mode.

TOYOTA SPRINTER TURBO
Have all first-place finishes in the Philadelphia Iron Man challenge in Arcade mode.

ACTION REPLAY CODES

THE NEW CODES FOR ACTION REPLAY MAX

You must enter the M code first for these codes to work.

MIDNIGHT CLUB 3: DUB EDITION (M)

FYKV-JQ32-72K62
624D-W7YD-45F1Q
VEC6-GFFX-2QJDo
5Q4Y-R13V-BU3AJ

MAX CASH
FEWK-UPCY-YJFC4
2ToD-HG14-WVl04

DISABLE CAR DAMAGE
UEZE-oAGN-4QH3E
89AY-3H5Q-HRDKT
oC3Q-3N6B-TFCWo

NO TRAFFIC
NBGX-37Y6-6MU9U
JoWT-HDTR-D3YMN

NO PEDESTRIANS
BQBF-E942-5ZYCA
778K-XBAZ-Y3BPF

SLOW MOTION (PRESS L3)
ZUDC-CYE6-DHEVY
DK2Y-KKRY-63JYD
H1DE-1VZP-V1W4P
ZPXF-BPQ5-3G83C

NORMAL SPEED (PRESS R3)
ENW9-EX9Z-TFAXQ
2ABG-VFTU-A7NHD
2HE6-NN8Y-2ANQ8
GRXR-FQMX-4E5UF

MAX OPPONENT MODIFIER
8Z1G-GH2M-77AIH

NO OPPONENT
GRU2-4NAK-UNT4X
ZPoY-P57U-8CP79

ONE OPPONENT
IG3C-MVZP-JMQ9B
K4JZ-GBF4-BGKK5

TWO OPPONENTS
5YEH-IYMR-AEVCo
8JF2-37TC-3QG4A

THREE OPPONENTS
KQZC-To12-F3H2V
X1ZZ-7CYW-E3HEH

LEGO STAR WARS (M)

EM05-AG6o-D4KJ2
6R4F-T53G-VR3KR

MAX CASH
Y9XW-oKH9-BCKBB
ACQF-ToYo-GW4CM

INFINITE HEALTH
8(4D-1UTD-QN249
073C-46BV-M3D24

MOONJUMP
UlPo-3UEC-96DR4
WJ8T-YR7o-8NRGK
3G3R-V1BN-1NV41
KET2-6BPM-W7WUC
AYUo-K651-MUKJ1

REPLACE OPTION MENU INTO LEVEL SELECT/TEST MENU
8C69-AQ4Z-9XZ4B
TF5o-HFYI-6NN8U
QoMZ-MBXF-8CCYK

DISPLAY FPS
75VG-CIMC-U5ZEV
MQJG-T8WT-34G7H

MAX CASH/JEDI STATUS AFTER HIT
VADF-RooE-KFKZ2
048W-MBXE-QQJ73

HAVE RED LIGHTSABER
14KD-CoEA-TQGXH
RX4B-6EG1-Q49V3

WALK CODES
RTHE-FZF1-Go8UT

WALKING FASTER
RD39-FEC7-T5WD3
DW1K-NA3R-9KZCZ
VBQF-REG4-ZX2N8

WALKING EVEN FASTER
FV3E-5WNK-9F69A
Q28P-7Q2K-5MCRX
VBQF-REG4-ZX2N8

Pro Tips

TRAINING YOU IN THE DARK ARTS OF PS2

ACTION REPLAY CODES

EA RUGBY 2005 (M)

DXMK-MYPZ-YNQJ8
B69X-U23V-NUK05
INFINITE SPECIAL ABILITIES
TK9Q-XN6K-P555B
JBYA-1W2R-D7U9Z
START A GAME WITH:
9RD5-C9PX-ZW7VK
TEAM ONE STARTS WITH 15 TRIES
V92C-UD3K-KE2EQ
BMGM-GBAQ-J5CY5
M3P7-JVGJ-714AC
TEAM ONE STARTS WITH 15 CONVERSIONS
ZMBQ-MX7E-Y2VDA
Y128-4CEG-79AMG
4MYB-1FA6-JFR7H
TEAM ONE STARTS WITH 15 PENALTIES
BUB0-MQQD-8M092
6H4Z-8U39-D4XP1
8HGH-PYAM-K1CZN
TEAM TWO STARTS WITH 15 TRIES
ZE6R-AZRK-ACWUA
80K9-TZVJ-1XMZJ
29EI-E5I8-058RU
TEAM TWO STARTS WITH 15 CONVERSIONS
C0HW-P28Y-EWHB4
U93R-ADX7-9YVON
CR9M-8VVU-F44XQ
TEAM TWO STARTS WITH 15 PENALTIES
NJ9Q-DPHP-7YR4J
1VKT-VYQ6-28V6U
79JW-JXYZ-XFUPT
SPEED CODES:
T6BV-80VT-K15DZ
SLOW MOTION (R3+DOWN)
8FEV-0WRC-MGY18
J0K7-9QU3-03N5Q
UCC2-RPAV-6VAGC
NORMAL SPEED (R3+UP)
VXNT-V0W0-ZUVHB
A6CB-Y5QB-4RPJY
JVDV-52ER-YPA7K
QUICKER GAME (R3+LEFT)
9Q2F-6PZM-BMYDD
3XC5-F6MA-N12JN
8CNA-9Q8B-9ZRAT
HYPER MODE (R3+RIGHT)
30YH-DHAT-P391Q
4VR1-M5YV-9KFEJ
5DW4-DQN7-UVKDE

DEATH BY DEGREES (M)

0WCJ-VIH1-UKFHM
GF5C-R83B-ZAXD8
STORY CODES
LJYE5-1QBH-P2D75
MAX HEALTH
QJAD-4KAN-AW6TH
0R3B-1DZ7-D8CGQ
INFINITE HEALTH
9K2K-QK9E-DP828
598V-7URR-WAV18
MAX FOCUS
2ZZA-8N7V-ERF38
QDT7-M2QT-1TWMV
INFINITE FOCUS
TEEK-4J5B-1FM46
0PC3-WBZK-72YGA
MAX AIR
TU2X-DHEC-9WVD1
M18N-X01Y-Z2QP1
INFINITE AIR
180F-9B0P-VY6JX
1E8E-0X0T-HU1BH
QUICK LEVEL UP
MA2N-NYH2-VDMMN
TEAR-FGUT-08BBF

STAR WARS: EPISODE 3 – REVENGE OF THE SITH

INFINITE HEALTH
Enter XUCPHRA as a code at the cheats screen under the options menu.

INFINITE FORCE
Enter KAIBURR as a code at the cheats screen under the options menu.

FAST REGENERATION OF HEALTH AND FORCE
Enter BELSAVIS as a code at the cheats screen under the options menu.

ALL JEDI MOVES AND FORCE POWERS
Enter JAINA as a code at the cheats screen under the options menu to unlock all Jedi moves and Force powers.

ALL STORY MISSIONS
Enter KORRIBAN as a code at the cheats screen under the options menu to unlock all story missions.

ALL BONUS MISSIONS
Enter NARSHADDAA as a code at the cheats screen under the options menu to unlock all bonus missions.

ALL DUEL ARENAS
Enter TANTIVEIV as a code at the cheats screen under the options menu to unlock all duel arenas.

ALL DUELISTS
Enter ZABRAK as a code at the cheats screen under the options menu to unlock all duelists.

ALL MOVIE CLIPS
Enter COMLINK as a code at the cheats screen under the options menu to unlock all movie clips.

ALL CONCEPT ART
Enter AAYLASECURA as a code at the cheats screen under the options menu to unlock all concept art.

SUPER SABRE MODE
Enter SUPERSABERS as a code at the cheats screen under the options menu.

TINY DROID MODE
Enter 071779 as a code at the cheats screen under the options menu.

EPISODE IV DEATH STAR MULTI-PLAYER LEVEL
Successfully complete mission 17 in Story mode to unlock the Episode IV Death Star multi-player level.

MUSTAFAR BALCONY MULTI-PLAYER LEVEL
Successfully complete mission 16 in Story mode to unlock the Mustafar Balcony multi-player level.

MUSTAFAR CONTROL ARM MULTI-PLAYER LEVEL
Successfully complete mission 17 in Story mode to unlock the Mustafar Control Arm multi-player level.

MUSTAFAR CONTROL ROOM MULTI-PLAYER LEVEL
Successfully complete mission 16 in Story mode to unlock the Mustafar Control Room multi-player level.

MUSTAFAR LAVA PLATFORM MULTI-PLAYER LEVEL
Successfully complete mission 17 in Story mode to unlock the Mustafar Lava Platform multi-player level.

PALPATINE'S OFFICE MULTI-PLAYER LEVEL
Successfully complete mission 10 in Story mode to unlock the Palpatine's Office multi-player level.

PALPATINE'S OFFICE DOCKING BAY MULTI-PLAYER LEVEL
Successfully complete mission 10 in Story mode to unlock the Palpatine's Office Docking Bay multi-player level.

TEMPLE CONTROL ROOM MULTI-PLAYER LEVEL
Successfully complete mission 12 in story mode to unlock the Temple Control Room multi-player level.

TEMPLE OUTER TERRACE MULTI-PLAYER LEVEL
Successfully complete mission 12 in story mode to unlock the Temple Outer Terrace multi-player level.

THRONE ROOM MAIN CHAMBER MULTI-PLAYER LEVEL
Successfully complete mission four in Story mode to unlock the Throne Room Main Chamber multi-player level.

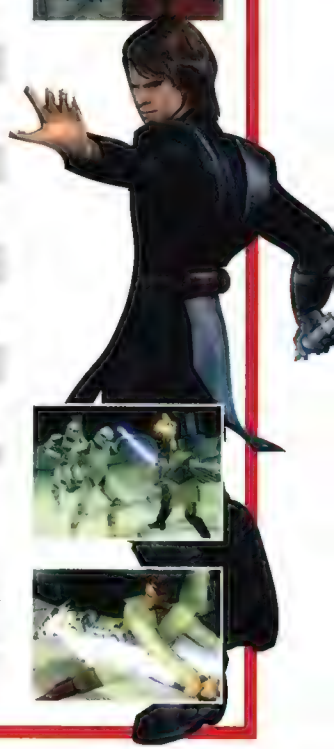
THRONE ROOM UPPER BALCONY MULTI-PLAYER LEVEL
Successfully complete mission four in Story mode to unlock the Throne Room Upper Balcony multi-player level.

UTAPAU SINKHOLE CONTROL ROOM MULTI-PLAYER LEVEL
Successfully complete mission nine in Story mode to unlock Utapau Sinkhole Control Room multi-player level.

UTAPAU SINKHOLE LANDING PLATFORM MULTI-PLAYER LEVEL
Successfully complete mission nine in Story mode to unlock Utapau Sinkhole Landing Platform multi-player level.

MULTI-PLAYER MODE CHARACTERS
Successfully complete the following missions in Story mode to unlock the corresponding character in multi-player mode:

Cin Drallig	Mission 12
Count Dooku	Mission 4
Darth Vader	Mission 17
General Grievous	Mission 9
Mace Windu	Mission 10
Obi-Wan Kenobi	Mission 17
Serra Keto	Mission 12



THE NEW FLESH
Mission: Destroy the big computer up on top. At the start there is a weapon upgrade.
Reward: Bad Blood costume and Maul upgrade.

TENCHU: FATAL SHADOWS

UNLOCK FLAMES OF PASSION MISSION
Don't eliminate the samurai at the beginning of mission nine.

UNLOCK FLAMES OF SORROW MISSION
Eliminate all three enemies at the beginning of mission nine.

UNLOCK TENCHU KURENAI MISSION
Eliminate Ranzo

UNLOCK DEPARTURES MISSION
Do not eliminate all the enemies in mission one.

UNLOCK DETERMINATION KILL MISSION
Eliminate all enemies in mission one.

UNLOCK THE BLIND MASSEUSE MISSION
At least one enemy must spot you in mission five.

UNLOCK WHAT LURKS IN THE SHADOW MISSION
You must not be spotted in mission five.

UNLOCK A SISTER'S PROMISE MISSION
Don't pick up the map in mission six.

UNLOCK FOR WHOM THE BELL TOLLS MISSION
Pick up the map in mission six.

UNLOCK SECRET ENCOUNTERS MISSION
Complete Chapter 2-1 – Departures

UNLOCK THE GEISHA AND THE HIRED BLADE MISSION
Complete Chapter 2-2 – Determination

UNLOCK RED BLADE MODE
Get a Grandmaster or Assassin Ranking in all 18 levels

UNLOCK SOUND CHECK MODE
Beat every layout on every skill level with each character

UNLOCK THIRD ENEMY LAYOUT IN LEVEL SELECT MODE
Complete all playable missions in Story mode (18 total)

DYNASTY WARRIORS 5

GET STORM HARNESS
Play the Battle of Guan Du as Cao Cao's forces. Defeat Yan Liang and Wen Chou in less than five minutes after the battle begins to get the Storm Harness

GET SURVIVAL GUIDE
Play the Battle of Hu Lao Gate as Dong Zhuo's forces. Defeat Cao Cao, Liu Bei, Sun Jian, and Gongsun Zan to get the Survival Guide. This item doubles attack when knocked down and your health is low.

GET TIGER COLLAR
Play the Struggle for Nan Zhong as Meng Huo's forces. Defeat three entire units that contain beastmasters within one minute of starting the battle to get the Tiger Collar. This item allows you to start a battle with a tiger.

TRIBAL REMEDY
Play the Battle of He Fei Castle as the Wei forces. Defeat Jiang Qin, Pan Zhong, Sun Shao, and destroy both rams to get the Tribal Remedy. This item recovers health for every 100 enemies defeated.

GET WAY OF MUSOU
Play the Battle of Mount Ding Jun as the Shu forces. Defeat Xuahou Yuan before Cao Cao arrives to get the Way of Musou. This item allows you to use True Musou regardless of your health status.

GET WIND SCROLL
Play the Battle of He Fei Castle as the Wu forces. Defeat Cao Ren in less than five minutes from the start of the battle to get the Wind Scroll. This item increases your attack range.

EYETOY ANTIGRAV

UNLOCK CRIMSON
Beat Black Rock Ridge on Style Mode.

UNLOCK DRONE
Beat Black Rock Ridge on Speed Mode.

NEW COSTUMES
Get all six AG wings in a level.

Weather

Get the latest weather reports sent to your phone. With top page 3 girls in never seen before action.

Ringtones

U2 Vertigo	1
Green Day American Idiot	2
Groove Armada I See You Baby	3
Natasha Bedingfield These Word	4
Maroon 5 She Will Be Loved	5
R.E.M Leave New York	6
Destinys Child Lose My Breath	7
William Shatner Common People	8
Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath S Shake	19
Black Eye Peas Lets Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like Its Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Spring	24
Christina Milano Dip It Low	25
Eminem Just Lose It	26
Joss Stone Dont Cha Wanna Ride	27
Britney Spears My Prerogative	28
Christina Aguilera Ft. Missy Elliot Car Wash	29
Ja Rule feat. R Kelly & Ashanti Wonderful	30
Jamelia DJ	31
R Kelly Happy People	32
Paul Weller Thinking Of You	33
Prodigy Hotrille	34
ShapeShifters Lola's Theme	35
Estelle Free	36
Christina Milian Whatever You Want	37

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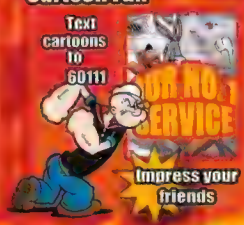

Mobile Games

01

play 36

02

play 34

03

play 38

04

play 37

05

play 35

06

play 10

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PSM2 EXCLUSIVE!

"SHOCKING GOW SECRETS – FROM THE BOFFINS WHAT MADE IT."

GOD OF WAR

If you haven't bought Sony's awesome action adventure – rush to the shops NOW. Back? Here's how to nail it 100% – and play as a giant cow!

PLUS!
INSIDER SECRETS SPILLED

"Hi! I'm *God of War*'s lead artist Ken Feldman. Read my words for insider gossip and handy hints."

After an exclusive chat with PSM2, the genius *God Of War* developers will be popping up throughout this feature to reveal the game's Easter eggs, secrets and hidden levels – plus spill the inside gossip on how they made the game of the year. You must read this. Then you truly will become a God of War.

SIX ESSENTIALS SKILLS

Don't even *think* about playing *God of War* until you've mastered these hidden moves and sneaky combos.

1 SUPER FAST MOVEMENT

You can use the right analogue stick to roll quicker than you can run, but the move ends in a paused animation frame. But tap R1 before you stop and Kratos launches into a charge. Repeat to cover distances effectively.

2 CLIMB QUICKER

Don't just shuffle along, but use the jump button to ascend quickly. You can also jump sideways. The jump move is invaluable when you climb the rotating cylinder of death in Hades (see over). Always use the grab (◎) to quickly disable your foes while climbing/hanging.

3 SEX FOR SOULS

After the opening battle with the Hydra, Kratos wakes up in bed with some naked harpies. Press ◎ to enter into a simple rhythm-action mini-game, where 'success' with the ladies earns you red orbs – used to power up your weapons. You can repeat the process, but get fewer orbs each time.

4 DECIMATE THE DOGS

In the Challenge of Poseidon level you'll come up against tiny green Cerberus dogs. Use the Blade of Artemis (tap ◎x3 for a swinging combo) or Poseidon's Rage (R2) to kill them as soon as possible or they'll mutate into their far more dangerous adult form.

5 MINIGAME KILLS

If you're surrounded by enemies and running dangerously short of magic or health energy, isolate one of the larger foes (like a minotaur or gorgon, for example) and perform a mini-game kill (like the analogue stick head-twisting or ◎-tap sword impales). These kills always yield handy health or magic souls to help you on your way.

6 SMASH EVERYTHING

Smash every pot, statue and crumbling wall – you'll need every red experience soul you can collect. If the path branches, explore every avenue as it'll usually lead to Phoenix Feathers or Gorgon's Eyes. Collect six of either to build your total magic/energy bar.

GENERAL COMBAT If surrounded by foes, use a double jump ground attack (like ⊗x2) then R1 for a Hermes Stomp) to clear some space... Don't waste magic on smaller foes... Focus on powering up Poseidon's Rage, as Medusa's Gaze and Zeus'

"KRATOS USED TO HAVE DREADLOCKS!"

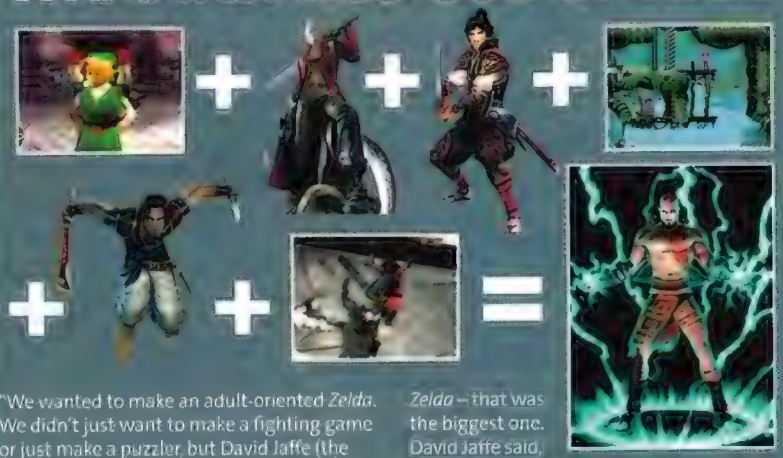
The men behind God Of War reveal the slow, protracted process behind the creation of Kratos.

DEVELOPERS CONFESS

Kratos wasn't always an anaemic frowning baldy – the character started life as a giant baby before growing dreadlocks and sporting blue body paint. "Developing Kratos was hard," confesses Lead Artist Ken Feldman, "Coming up with a character that stands out isn't easy. We went through iteration after iteration, and a couple of art directors, yet we finally came up with something – but we didn't know how to portray it".

"At the time we were getting Kratos right," interjects Lead Combat Designer Derek Daniels, "the combat was awful. We had beautiful levels and characters but the animations and combat system were awful. Then we had these guys join from Paradox studios and the lead animator Corey put his life into making those animations the best they could be. After a month, we got the L1+spin move, plus a few combos, and we went from everyone with their heads down because we didn't have a game, to suddenly having a game. The animations changed things dramatically."

WHAT INSPIRED GOD OF WAR?



"We wanted to make an adult-oriented *Zelda*. We didn't just want to make a fighting game or just make a puzzler, but David Jaffe (the Producer) wanted to combine everything. The team were like <sighs> 'We're trying to be everything to everybody'. That's not true – we were just trying to make an epic game. After all, Americans are only famous for making FPS's. <Laughs> We took everything in the action adventure genre from *DMC* to *Ico* to *Zelda* – that was the biggest one. David Jaffe said, 'We're not trying to be innovative for the sake of innovation'. Most of the stuff in our game has been seen before, but we wanted it to feel good. We're trying to come up with a new character and stories, but in terms of re-defining the genre, we're only doing that by taking the execution to the next level."

WHOSE IDEA WAS THE CIRCLE TAP THING?

"The Cyclops was our first mini-game, when you tap the buttons in sequence and he cycles around it. Our first idea was like a bull ride, where you rotate the joysticks and he bucks around. To have that interactivity with the controller felt really cool, so every time we developed a boss we thought about how to put those button taps and finishing moves in there, like stuffing the sword in the minotaur's mouth (◎) – it was amazing how much it felt like *you* were doing it"

DID YOU GET INTO TROUBLE FOR THE BREASTS?

"Wal Mart (huge US retail chain) won't sell our game because of the nudity, but they sell guns. I don't get it, that's so unfortunate. <sighs> We were making games for adults and we wanted to stick to that. And when Sony OK'd the nudity we thought 'great' because it's an ancient Greek game and it's part of mythology. Not to have that would betray history. But that's not how Wal Mart see it."

THE TEN TOUGHEST BITS

How to do those teeth-grindingly tough parts you love to hate.

1 ROTATING CROSS-BOW PUZZLE

Location: Rooftops of Athens

You need to push/kick (hold L1+⊗) the crossbow down the ramp and into the room with the rotating floor panel. Put the crossbow on the panel and pull the lever in the alcove. It'll still be pointing the wrong way – don't worry. Remove the crossbow then pull the lever again to reset it to the default position. Now push the crossbow onto the switch and pull the lever one last time. It'll be facing the door and you can use the bolt to find the Zeus' Fury power up.

3 RESCUE THE ORACLE

Location: Temple of the Oracle

The trick is to double stack the statues by the entranceway. Drag one to the right hand far edge of the top level and kick it off, then repeat the process with the other statue so they stack up. Drop down and haul the stack to the conspicuous square gap opposite the stone pavilion. You can now leap across and haul yourself onto the platform and ivy wall. From here, it's a simple race against time – just make sure to align yourself properly with the ropes and you'll be fine.

Check the full list of attack combos in the Pause menu... If you power up the Blades of Chaos to maximum, you get unlimited magic attacks when you use Rage of the Gods (L3+R3)...

2 DISTANT SWITCH

Location: Rooftops of Athens

On the open roofs, you'll reach a shining spot opposite a chasm where you can tap L1. You need to shoot the guard controlling the switch with Zeus' Fury (see before) to make him drop the bridge.

4 FINDING THE SIRENS

Location: Desert of Lost Souls

This looks more intimidating than it is. Simply run to the left and hug the desert's 'wall' as you head north. Eventually you'll reach a temple and the first siren. Don't be scared – they're easy to kill with basic attacks. Now head south along the right hand 'wall', and listen carefully. The sirens get louder as you get close. You'll spot one protected by a few guards – forget them and focus on her. You need to kill three sirens to progress.

6 CHALLENGE OF HADES

Location: The Challenge of Hades

Use the Blades of Artemis/Poseidon's Rage to kill the centaurs within the blue circles – when you've killed enough, the door will open. The 'maze' is misleading. You just need to kill *everyone* to progress. If you're stuck, it's because some enemies are hiding in a small room to the right of the sliding block. You'll emerge on a huge statue. Swim below (it's water, not magma) to pull the lever and activate the beam. Dodge the boulders using horizontal movements. The exit is third on the left – mash L1 to open the door. On the walkway, jump on the spot to dodge the rotating spikes – just make sure you're stood on the larger corner sections, not the thin planks, to maintain balance.

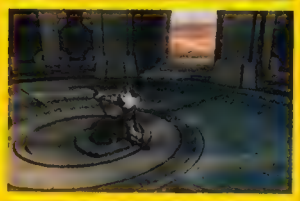
5 CHALLENGE OF POSEIDON

This is probably the toughest of the Pandora's ring challenges, so we've outlined the five toughest bits below. To access the challenge, you need to enter the inner ring, climb the steps then jump – and balance – on the rolling drum as it goes past, then leap onto the suspended ladder.

A) The Cerberus Dogs
Clear the pups quickly with Level 2/3 Poseidon's Rage attacks, or attack then grapple them to unleash health orbs. Avoid the big dogs with rolls and fight them in isolation.

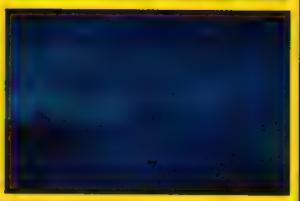
B) The Archers
The game wants you to edge along slowly using the block as a shield. Don't bother – just roll/charge across rapidly and slash them up.

C) Rotating Room
Pull the switch and *ignore* the gates with the chests – you need *perfect* timing to sneak in and open them. You're more likely to get crushed and die instantly.



D) The Sacrifice Chamber
You need the handle from the sacrifice chamber to lower the cages. Use the rock ledges as stage markers (to stop the cage slipping back), kill the guards, move one stage higher and repeat.

E) The Horizontal Water Trap
You can't out-swim the plunger, so use the pits to time your dashes. The only solution is to use precision timed *fully charged* L1 bursts. Move to the far left of the pits for a head start.



PLUS! In the huge room with the staircase of platforms, you need to swim underwater to a small opening at the bottom of the furthest platform to escape.

7 HOW TO KILL... THE MINOTAUR

The final guardian before Pandora's Box. Here's how to tame him.

FRY HIM!

FACE TO FACE: As soon as the cut-scene stops, power up Poseidon's Rage.

LET IT RIP: Charge straight and unleash your magic to cause huge damage.

ALL ABOARD: Tap ◎ to mount the beast, then follow the analogue prompts.

LET'S TWIST AGAIN: The sequence always climaxes in a full rotation.

RUN LIKE HELL: Wait for the souls, then sprint away as the beast sways around

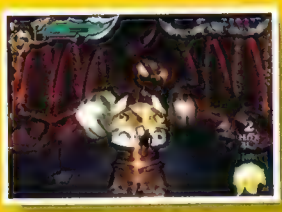
PUNCTURE HIM!

ALL 'SOUL'-ED OUT: You should receive a lot of magic – so electrocute him again.

TAKE IT UP A LEVEL: Sprint roll to the top level (using the ramp on the right)

CRANK IT UP: Use, and pump, L1 to unleash a flying log at your frozen enemy.

CRACKS ME UP: You've got more time than you think to sneak the shot in.



IMPALE AND EXHALE: The bolt should knock him back to the far wall, but stay frosty...

FINISH HIM!

COMBO, YAH! M'LORD: Let rip with jumping L1+△ (or ◎) combos.

GET READY: Repeat Use the same combos to avoid attacks on the top level gantry.

EXPLODE: Eventually, the beast's outer shell will crack and you need to pile in

RAGE ON: Use Rage of the Gods to inflict maximum damage as fast as possible.

IT'S OVER: When his energy bar is 1/8th full, he'll stop dead – hit him with one last bolt.

8 THE ARCHITECT'S TOMB

Location: Er, The Architect's Tomb

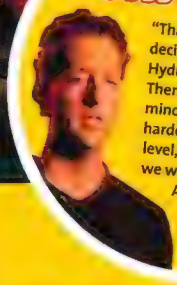
Take your time and leap across the roving platforms. Head to the top right, open the gate (with L1) and prepare for a big Cerberus pup battle. Head up the ladder to the crane. Align it with the cracked floor then drop the weight – but you're not finished yet. Now swing the crane to the right and drop it onto the switch. Descend. Defeat the Cyclops. Push the Athena statue on the far left into the recently smashed pit and position it onto the underground switch. Return to the starting point via the roving platforms. Pull the lever – now you've got to race back over the platforms before the central door closes. It's tough, so know when to make quick leaps back-to-back, and when to wait for the blades. When you get across roll/dash to the door. The escalator section is hard – use jump attacks and basic attacks on the harpies. Kill the archers early using grapples (press ◎), but don't dawdle or the flame jets on the platforms will kill you instantly. If the rolling floor moves left to right, don't engage in combat unless you're stood on the far left, or vice versa – getting hit by the rollers is devastating.

9 HADES

Location: Hades <cough>

Sod the multiple paths – they only lead to red orbs and a phoenix feather. Use double leaps on the rolling barrels, and don't be afraid to move quickly. The vertical 'rollers of death' are infuriating, since the slightest ankle touch sends you straight to the bottom. Bide your time for openings to appear, keep shuffling to stay central and use bold jumping double taps to take your opportunities to ascend.

WHY IS THE LAST BOSS SO HARD?



"That was a very conscious decision. You first fight the Hydra and that's really easy. Then you fight the minotaurs and it's a bit harder, then they go up a level, but you get Ares and we want it to be like... AAAArrrgh! It was something we did on purpose."

10 THE FINAL BATTLE

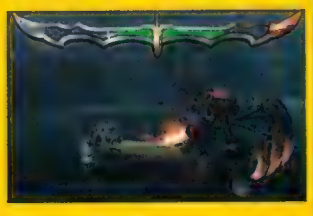
Come on! You're almost there!

STAGE ONE

Don't be shy. Get stuck in with Level 3 Army Of Hades attacks while you batter him with Blades of Chaos combos from range. Ignore the Blades of Artemis, their range leaves you exposed. Don't worry about getting hit since Ares releases heaps of souls. Eventually you'll wear him down and lock swords. Mash ◎ frantically but keep your eyes on screen – at any moment the action changes to a split-second rhythm action game.

STAGE TWO

Power up Blades of Chaos Artemis/Army of Hades/ Poseidon's Rage. Keep hugging your family (hold ◎). Lv5 BoC's are invaluable, due to the space-clearing Lance of the Furies attack (charge L1+⊗ in mid-air). Roll frequently, don't let enemies get behind you, use big combos. When the building shatters, wait as long as possible before using Rage of the Gods. And don't get knocked off the platform as it crumbles.



STAGE THREE

No magic attacks, so bide your time, keep running away then combo Ares when he exposes himself. The best times to wade in are after he unleashes the pillar attack, when he teleports into the top middle of the screen and when he roars after a failed pincer attack. If you win the mini-game after locking swords, wait until he drops to his knees, then use L1 charges from range, L1+⊗, powerful △ or L1+◎ combos.

HOW TO UNLOCK SECRET COSTUMES

Finish the game to unlock the infernal Challenges Of The Gods mode in the Treasures menu. Here's how to nail the lot and play as a cow. Or chef.

1 CHALLENGE ONE

Difficulty: 2/10

Use the Blades of Artemis and just bludgeon the enemies off the edge. The L1+⊗ combo works well. Just stay away from the edges to avoid a fall. This shouldn't be too much of a problem for you.

2 CHALLENGE TWO

Difficulty: 6/10

The platforms are arranged in a square formation, with a larger section at each corner, so move methodically clockwise/anti-clockwise to avoid missing anyone. Time is the enemy, so kick off straight into an Army of Hades attack – wait until it clears the soldiers – and jump north toward the archers. Kill the archers using R1 charges. Use Rage of the Gods on the third corner section and unleash another Army of Hades (you get unlimited magic with Level 5 Blades of Chaos). Other handy attacks are L1+⊗ in mid-air, and the ◎, ◎, △ combo.

3 CHALLENGE THREE

Difficulty: 2/10

Use sweeping Blades of Chaos attacks (like L1+⊗ or L1+◎) and charge around using R1 to cover ground while smashing pots. Time is the enemy here, so just keep moving as fast as you possibly can.

4 CHALLENGE FOUR

Difficulty: 4/10

There's no time limit so just roll around and isolate the minotaurs. Lash them with basic Blades of Chaos attacks (so you don't accidentally kill the soldiers) and wait until a circle flashes above their head to perform a mini-game kill. Another tactic is L1+⊗ to whip them into the air, then Air Grab them with ◎.

5 CHALLENGE FIVE

Difficulty: 6/10

You need a mixture of timing and luck. The bow will automatically fire when cocked, but you can pull it back halfway and wait – though this is hard to judge. The best tactic is: Imagine the platform like a clock, with guards moving clockwise and the far North tip representing 12 o'clock. Keep the bow at the default position, and when the undead soldier passes two o'clock start pulling the bow back in one movement. By the time the bow fires, the guard should be at six o'clock and take the bolt.

6 CHALLENGE SIX

Difficulty: 7/10

Cheesy and unpredictable, so either leap carefully between platforms using ◎ then △ to nip archers in half, or just double jump between platforms as quickly as possible to reach the other side – we prefer the latter. Time the last two platforms carefully since they move substantially quicker than the others.

7 CHALLENGE SEVEN

Difficulty: 5/10

Easier than it sounds, if you use range attacks like L1 + ⊗ in mid-air and Plume of Prometheus. Medusa's Gaze is quite handy here, and don't forget you can block in a tight spot – it doesn't count as getting hit.

8 CHALLENGE EIGHT

Difficulty: 8/10

The key is to roll constantly to avoid the Gorgon's rays. Then just before they finish firing, leap up and unleash a mid-air L1 + ⊗ (Lance of the Furies) to buy some space. Drift towards the edges, so you can smash enemies clean off the platform. The L1 + ⊗ followed by L1 + ⊗ in mid-air lift combo works well, as does L1 + ◎ to buy space. If you do get frozen, wiggle the sticks like mad to free yourself. Above all, don't jump around when the gorgon rays start or you'll freeze and crack in mid-air.

9 CHALLENGE NINE

Difficulty: 4/10

Just dodge the satyrs and focus on the Cyclops using lots of powerful ranged attacks like ◎, ◎, △ and △ (x3). Don't waste Rage of the Gods, because it's vital for the final challenge.

10 CHALLENGE TEN

Difficulty: 9/10

Almost impossible if you don't know what you're doing, and merely bloody hard if you do. Leap to the far platform and instantly unleash a Lance of the Furies (or L1 air smash using Blades of Artemis) to buy space. Stay in the centre of the platform at all costs, since the satyrs will knock you off unfairly even when you block. Either use the Blades of Artemis to kill the dogs quickly and deflect the satyrs (don't forget – every kill raises the platform a bit higher, so just staying alive isn't enough), or – much, much better – use the Blades of Chaos and repeated L1 + ⊗ (to lift the satyrs) then instant L1 + △ attacks to push them horizontally off the platform in mid-air. If you've got a Rage of the Gods, use it about halfway up. You'll eventually see a platform above you, which you need to leap onto to compete the final challenge. You've done it! Award yourself a big doughnut.

GET THE MUSE KEYS!

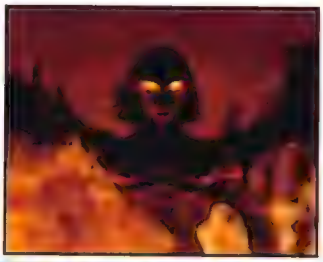
The Muse keys are hidden in the Challenge of Poseidon. In the main Rings of Pandora section, use the lever to roll out the entrance to the Muse chamber and gain a huge boost.

A At the start of the Challenge of Poseidon, kill the satyrs, climb the rock face and shuffle to the right (and not the obvious path to the left). You'll come to a chest containing the first key. And that's your first one.

B In the underwater section, after you've opened Poseidon's door, smash through the rocky wall (with an R1 swim dash) to access a guarded dry area. Kill all the enemies and smash the rubble wall to get the second key.

THE SEQUEL: REVEALED

Complete the game to unlock a trailer for a potential sequel. It turns out that <spoilers ahead> Kratos had a brother who he was forced to abandon, making him twisted for revenge. But how do the developers explain the fact that Kratos ends the game as a god? "Well, he didn't die <laughs>. The biggest thing is that he's still a mortal, even though he has the job of a god. He's not going to be a giant like Ares was or anything like that. It keeps it open. <We ask about his brother> Right... everything is in there for a reason."



PSP VERSION?

"We're not thinking GoW on PSP at this time, we couldn't take the game as it stands and just port it across – it pushes PS2 to the limit so it's not going to work on PSP. I would hope that we make a PSP game, though."

SECRET OUTFITS: REVEALED

The secret costumes aren't just cosmetic, but boost your abilities in unique ways. Behold...

CHEF OF WAR
Magic 300%
Health 150%

BUBBLES
Magic 150%
Health 300%

TYCOONIUS
Damage 200%
Defence 400%
Experience 400%

DAIRY BASTARD
Damage Power 50%
Magic 200%
Health 200%
Experience 200%
NB: Dairy Bastard has an infinite magic supply

ARES ARMOUR
Damage 300%
Defence 25%
Health 200%
Experience 200%

DEVELOPER SECRET!

"When you get to the Olympus throne room there's two statues that you can break, but you have to hit them between five and twenty minutes <PSM2 says: We tried, and this is impossible, so keep using the Lance of the Furies move (L1+⊗ in mid-air) instead to unlock the secret>. The replay value is good, if you like hardcore games. Our God mode, well, it's probably what *DMC3* is on normal mode <laughs>."

Use analogue rolls to evade a gorgon's stare (the red beam)... Use Plume of Prometheus (◎, ◎, △) to break shields...

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ALL THE ACTION FROM THE OFFICIAL PES LEAGUE. ONLY IN PSM2

LOSE YOURSELF: Paul Hampton (white shirt) lost his first game of the season.

B-RIGHT ON THE MONEY: Jinebi Chen (yellow shirt) and Fab Cassandro – two players who look set to qualify for the finals.

HE AIN'T HEAVY... Aww, bless. These are brothers Kieran and Aaron Brindley.

CROWD PLEASERS: The Brighton faction always manages to draw a crowd.

VENUE 1: VIRGIN MEGASTORE, CHURCHILL SQUARE SHOPPING CENTRE, BRIGHTON.
DATE: 14 MAY 2005

"DUDE, WHERE'S OUR PRO EVO?"

Referees save the day after impending *PES*-free disaster...

Just when Brighton league referees Alex and Miguel thought their day couldn't get any more stressful, things got a whole lot worse. After spending a frustrating half an hour looking for a free parking space, they then turned up at the venue only to be told there weren't any copies of *PES* to play with. But the pair soon sorted things out. A quick trip to the local shops and the Brighton league was ready for more *PES* action. Phew. Crisis over, the day soon got into full swing with a new batch of late registration players aiming to mix it with the league's galacticos. And, boy, did they get stuck in. The Brindley brothers were the two that made the biggest impression. Kieran managed to secure six wins and one draw from his seven games and sibling Aaron secured five wins, a draw and a loss. Could these two topple Gareth Clark from his perch or was it all beginners luck? We can't wait to find out. The Zaoujal twins played out the most entertaining game of the day, but it was more to do with their constant arguing than their footballing skills. The same can't be said about the match between Paul Hampton's France and Jinabi Chen's Italy, though. It was a battle of talent that saw Jinabi inflict the first defeat on Paul's eleven game unbeaten record. However, Paul's still in a position to make the finals on the September 24th, so chin up mate, it's not over yet. Although the same can't be said about Perry Garland who – after five wins, six draws and nine losses – has bowed out of this year's competition. He's vowed to come back stronger than ever next year, though. And with that record, he better start practicing now...

VENUE: VIRGIN MEGASTORE, WEST MALL, CASTLEPOINT, BOURNEMOUTH
DATE: 21ST MAY 2005

SEPARATING THE BOYS FROM THE MEN

An eleven-year-old boy with a lady's surname almost reduces a man twice his age to tears. The big girl's blouse.

That's right. Little Callum Shirley may not be legally allowed to drink beer or do things with girls yet, but he sure knows how to play *PES*. Thanks to the late registration, the boy-wonder is now staking a claim for a place in the *PES* League finals. He only had time to play two games (he had to rush off and watch his beloved Man Yoo get mugged in the FA Cup Final), but he's already made a big impression by seeing off twenty-three year old Kevin Anderson 4-0. He followed that up with a 3-1 win over Damien Gibbons, before leaving to watch the footie – much to the relief of his potential opponents. Keep an eye out for this lad, he's good. Skill obviously runs in the Shirley family as his older brother Gavin is currently lying in third place with his Brazil side. He was taken to the wire by Damien Gibbons (who, by his own admission, had an erratic run of luck) in a thrilling 3-3 draw. It was good to see more new faces showing up at the venue, especially James Platt, who showed his credentials by winning his first two games, scoring six goals and conceding one. Things are definitely getting a little more interesting.

FATHER'S SLAY: Wilson Lee (fully grown man in hat) can't have been a happy man after being defeated 2-0 by son Joshua.

THE END IS NIGH: And these *PES*-ers are showing the concentration needed to win.

PES 2005

WHAT IS THE PES LEAGUE?

So, um, what is the *PES* league?
It's a national league competition, which is sponsored by PSM2 and played on Konami's *Pro Evolution Soccer 4*. Every year, it unearths the finest crop of *PES* players in the UK and pits them against each other to find the ultimate champion.

What can I win?
Well, if you get to the final, you're in with a chance of winning £500. Not only that, you also get an all-expenses paid trip abroad to take on Europe's finest players. Plus you get to meet PSM2. Too.

Where is the *PES* league held?
There are venues across the UK with regular meetings. Take a look at the table on the right for a list.

How can I enter?
Erm... you can't. Registration closed on April 7th, but there's always next years competition.

PLAYER OF THE MONTH

Each month, a top player shares his winning *PES* secrets. Like this chap...

This Month:
Nolan Dickman
League:
Bournemouth

Favourite Team?
"I play as Brazil because they're lethal going forward. But if I was allowed to change, I'd pick Italy because they've got a strong defence and Vieri and Totti are great goalscorers."

Formation?
"I love tinkering with formations. I'm currently using a custom 3-3-1-3 system. My wide-men make the runs into the corners and the rest charge down the middle. It's going well, so I'm going to stick with it."

Tactics?
"In my opinon tactics play an important role. I use counter-attack, which keeps my forwards right on my opponent's defensive line, then i can chip through-balls for them to chase or play it to feet and turn the defenders. I also use zone press, so that the AI players close the opposition down quickly. But it can leave holes in your defence though."

Secrets?
"I'd say breaking down your opponent's attacks and keeping your defence between the ball and goal is important. Being able to score from distance is also useful."

Last word?
"Good luck to everyone. Enjoy your victories and learn from your defeats."

PSM2 + KONAMI

PRO EVOLUTION SOCCER nationalleague

04 05

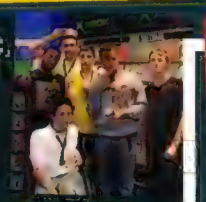
pesleague.co.uk

BLUEWATER LEAGUE

VENUE: VIRGIN MEGASTORE, SOUTH MALL, BLUEWATER DATE: 14TH MAY 2005

SUPER NAMIQ BROTHERS

Table-toppers aim for the title.



STRIKE A POSE: The yellow shirted men are the Namiq brothers.

Shwan and Araz Namiq have set their sights on glory and they're not letting anyone stand in their way. Shwan proved this when he smashed former Player of the Month Grant Barter 5-0. Araz then added insult to injury by snatching a 2-1 victory over Grant too. The Namiqs now occupy two of the top three positions. Will anyone be able to stop them? We'll have to see. Elsewhere, second-placed Anthony Bonsu had an erratic run of form. After winning six of his seven matches he then folded like an origami expert, suffering a 9-0 drubbing from John Pritchard. Looks like the pressure is setting in.

VENUE: CYBER CENTRE, SOUTHCHURCH ROAD, SOUTHEND DATE: 16 APRIL

HARSH SENDING OFF PROMPTS GOAL ROUT

Struggling to find the back of the net? Karl Watt might have the answer...

The match between ref Graham Jarvis' England and Karl Watt's Brazil was a pretty standard affair. Plenty of skill but not much in the way of goals. That was until Karl was overcome by the red mist and had a man sent off, then banged in a bag of goals in a match that ended 6-1. Not bad for an under-strength side. Tim Samme's looking down at the rest of the league. But can he maintain the form which saw him achieve second place in last year's finals?

SOUTHENDERS: Which of the Southend Massive get through to the finals.

EXTRA TIME

Selected UK-wide highlights from the rest of the PES League

1. A big thanks to the staff of the Virgin Megastore in Dublin for pumping out some quality tracks throughout the day. More eighties power ballads, please.
2. **Hooray. Watford have finally got a new referee. And he promises not to be crap. His name's Bhavek Rughani and he seems the man to keep things running smoothly.**
3. Newcomers to the London league Robert and Matt Tierney were given a harsh lesson in reality. After talking up their *PES* skills, they both succumbed to 6-2 defeats.
4. Congratulations to Birmingham referee Mark Farrington who was unable to attend this month's *PES* action because he was sorting out his wedding plans. Yep, he's getting married. Who's the lucky fella, Mark?
5. We bid adieu to Edinburgh's Gary McIntosh, Ian Wilson, Paul Haig, Chris Scullion and Michael Stewart, who have played their twenty games. Come back next year, y'hear?
6. **A big shout out has to go to Paul Faucher who won the the London league's Player Of The Month award due to his commitment to turning up to every event.** He's even quite good at *PES* too.
7. First day nerves? Pah. Daniel Marshall shattered any pre-game jitters to notch up twenty-two goals in his first games in the Bluewater league.
8. **Rob Johnson of the Liverpool league won't be receiving many Christmas cards this year.** Well, not after uttering the infamous words, "My scumbag mates are scumbags..." Now that's how to make friends and influence people.
9. Gareth Clark has written off his own chances of qualifying from the Brighton league. He came down hoping that easy pickings would take him to undisputed glory, but then got sent packing with two straight defeats. Keep your pecker up, it ain't over yet.
10. Well done London ref Mark Robins who won the Referee of the Month award on the *PES* League's website, www.pesleague.co.uk. Top bloke.

PES'S PREMIER PLAYERS

Who's at the top of the *PES* league in your district? Find out here:

Shwan Namiq – France
Played 17, Won 10, Drawn 1, Lost 6, Points 31

DUDLEY
Stephen Clegg – Argentina
Played 17, Won 13, Drawn 3, Lost 1, Points 42

Lee Price – Netherlands
Played 20, Won 16, Drawn 2, Lost 2, Points 50

Gareth Clark – Argentina
Played 17, Won 12, Drawn 1, Lost 4, Points 37

BRISTOL
Dean Shearer – England
Played 16, Won 12, Drawn 3, Lost 1, Points 39

Matthew O'Neill – Brazil
Played 20, Won 14, Drawn 5, Lost 1, Points 47

Kris Ogiri – Brazil
Played 10, Won 8, Drawn 0, Lost 2, Points 24

Lee Saunders – Holland
Played 7, Won 5, Drawn 0, Lost 2, Points 15

Tim Samme – Brazil
Played 17, Won 13, Drawn 2, Lost 2, Points 41

Wayne Wong – Germany
Played 20, Won 11, Drawn 4, Lost 5, Points 37

Osman Idris – Brazil
Played 17, Won 14, Drawn 2, Lost 1, Points 44

Robert McLean – Brazil
Played 20, Won 15, Drawn 1, Lost 4, Points 46

Nolan Dickman – Brazil
Played 17, Won 15, Drawn 1, Lost 1, Points 46

BIRMINGHAM
Richard Marsh – England
Played 20, Won 17, Drawn 2, Lost 1, Points 53

LEEDS
Shu Ip – France
Played 19, Won 15, Drawn 3, Lost 1, Points 48

WATFORD
Vikash Kapoor – Brazil
Played 7, Won 6, Drawn 0, Lost 1, Points 18

LONDON
Tim Adegboye – Brazil
Played 17, Won 13, Drawn 3, Lost 1, Points 42

KONAMI

special thanks to KONAMI

PRO DOJO

NEWS UPDATE! Good work, people. We've had more entries than ever this month and they've all been genius. Remember, if you want YOUR own table for YOUR favourite game, send us a tape and the rules and we'll do it!

Are YOU better than the best? The NEW dojo is here, so send in your tapes and show the world what you're made of!

Go on – show us your skills! Either go for the big point challenges or do battle in the tables. A new entry at first place will give you ten points (eight for second, six for third, four for fourth, two for fifth). We then add the new points to your cumulative total (still with us?) to compile the PSM2 leader board where our top players wage an on-going war. And points win prizes, so if you top the leaderboard we'll shower you with prizes from our chums at Konami. It's super easy, so there's no excuse not to enter.

THE CHALLENGE ZONE...

Unbeatable at games? Put YOUR high scores up against other PSM2 readers!

CHALLENGE #1

BURNOUT 3

WE WANT
- Your highest Crash Mode scores.

RULES
- Tape your highest score on 'Cross Traffic'.

Still here. Month after month the boy Harvey tops this table. Can any of you folk beat his score? Come on. Show us what you've got.

THE BEST SCORES

EVAN [illegible]	[illegible]340
ADAM [illegible]	560,184
JESSE [illegible]	504,607
TOM LUCAS	453,268
JACK JENKINS	452,840

CHALLENGE #2

KILLZONE

WE WANT
- Win a 10 minute death match against 10 bots.

RULES
- No cheats, any level, any weapon set.

Newcomer Ian Watson has stormed in to take the lead from former champion Brian Dooley. He can't be happy about that.

THE BEST SCORES

IAN [illegible]	[illegible] KILLS
BRIAN [illegible]	[illegible] KILLS
STEPHEN [illegible]	58 KILLS
SAM [illegible]	[illegible] KILLS
EVAN [illegible]	[illegible] KILLS

CHALLENGE #3

PRO EVO SOCCER 4

WE WANT
- Most goals in the first season of Master League.

RULES
- Five star difficulty, Default (Iorga etc) team.

J.C. Kills has been knocked from his perch by not one, but two new challengers, Matthew and Simon. Can he climb back up?

THE BEST SCORES

MATTHEW [illegible]	[illegible]07
SIMON [illegible]	81
J.C. KILLS	71
GRANT [illegible]	68
SIMON [illegible]	03

CHALLENGE #4

THUG 2

WE WANT
- Your highest score on the Australia level.

RULES
- Any skater and strictly no stat upgrades at all.

Simon Hahn enters at number four, but there's no change at the top. Come on people, let's be having you. Get to work!

THE BEST SCORES

EVAN [illegible]	[illegible],376
JAMES [illegible]	96,895
DAVID [illegible]	76550
SIMON [illegible]	[illegible]400
JOHN [illegible]	780,920

CHALLENGE #5

SPLINTER CELL CHAOS THEORY

WE WANT
- Your quickest completion of the Lighthouse level.

RULES
- Any difficulty mode you want and *no cheating*.

Our own Andy still tops this chart. Send in your tapes and see if you can knock him off. It won't be very hard, to be honest. He's rubbish.

THE BEST SCORES

ANDY [illegible]	10.11
DAN [illegible]	35.21
NATHAN [illegible]	44.58
MILF [illegible]	45.24
DAN [illegible]	49.54

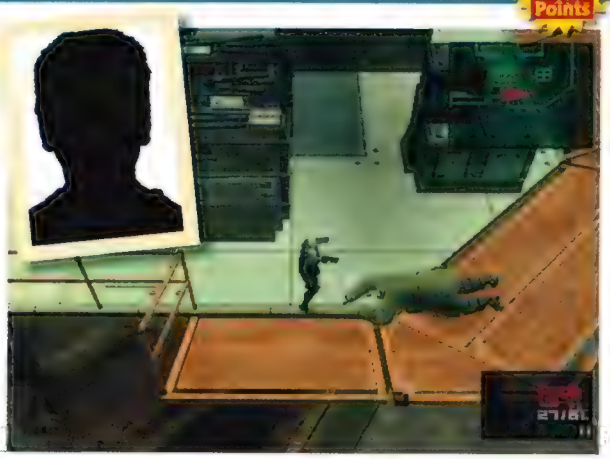
MOMENT OF THE MONTH!

Done something amazing in a game? Show us and you'll score a massive... 20 Points

BOSS BATTLE MODE: BOSSED

By SIMON CAHL

More *Metal Gear Solid* Boss Battle action, this time with *Sons of Liberty*. We're mad for the *Gear* this month and Simon Cahl's ruthless speed in literally *ploughing* through every boss with as little fuss as possible impressed us. He had Olga down in two shots to the head. Even better, every one was a tranq kill. Amazing.



INSANE CHALLENGE OF THE MONTH

THIS MONTH: ALIEN HOMINID

The section where we get you to do fun things for kicks.

SURVIVAL CHALLENGE

This charming 'retro' shooter is only £20, so if you're one of the people who bought it, here's a challenge for you. It's really quite simple – how long can you survive on the hardest difficulty setting? More than a minute? Doubt it.

LAST MONTH'S WINNER

WINNING ENTRY – 4 minutes 32 seconds

FRANK BOROUGH

Frank's *Punisher* score was frankly (hah!) a bit poor, but he *was* the only entry, so he gets a prize anyway. Can you sit back and let this happen, people?

CHALLENGE ZONE

grand theft auto San Andreas

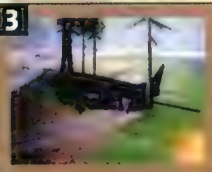
10 Points

SHOW US YOUR MADSKILLZ!

1 LORD OF THE LADIES
BY DAVID CALLUM

2 WATCH ME EXPLODE
BY PETER BARD

3 JUMBO JET ACROBATICS
BY RICK PARK



CHALLENGE 1

10 Points

SSX 3

WE WANT
- Your fastest time on the Peak One Jam.

RULES
- Must use character with no stat upgrades.

Evan is still the king of the slopes. It seems that no one can match his super-quick time. Surely there's someone out there who can...

THE BEST SCORES

EVAN [illegible]	[illegible]
CHRISTOPHER [illegible]	[illegible]
JOEL SNAPE [illegible]	[illegible]
ANDY KELLY [illegible]	0'59
DAN GRIFFITHS [illegible]	8'09

CHALLENGE 2

10 Points NEW CHALLENGE

GRAN TURISMO 4

WE WANT
- Fastest lap time on the Laguna Seca Raceway.

RULES
- You can use absolutely any car you like.

The first entry for our Gran Turismo challenge is from regular Simon Hahn and it's a good one. See if you can beat his score next month.

THE BEST SCORES

SIMON [illegible]	[illegible]
ANDY KELLY [illegible]	1'59
DAVE [illegible]	1'80C
DAN DAWSON [illegible]	[illegible]
JOEL SNAPE [illegible]	[illegible]

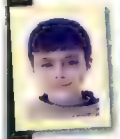
CHALLENGE 3

10 Points NEW CHALLENGE

FIFA STREET

WE WANT
- As England, most goals against Brazil.

RULES
- No rules, except of course, the laws of football.



One entry for FIFA Street this month and it's from 12 year old Oliver Thompson. Good work, lad. That's a good score right there.

THE BEST SCORES

OLIVER [illegible]	[illegible]
DAN DAWSON [illegible]	[illegible]
DAVE [illegible]	[illegible]
JOEL SNAPE [illegible]	[illegible]
ANDY KELLY [illegible]	[illegible]

CHALLENGE 4

10 Points NEW CHALLENGE

TEKKEN 5

WE WANT
- Fastest time through regular arcade mode.

RULES
- Any character, vary your move set, please.

Another new entry, this time by Ian Watson. His fighting skills are exceptional, as this cracking time clearly indicates. Nice one.

THE BEST SCORES

IAN WATSON	[illegible]
ANDY KELLY [illegible]	[illegible]
DAVE [illegible]	[illegible]
DAN GRIFFITHS [illegible]	[illegible]
JOEL SNAPE [illegible]	[illegible]

LEADER BOARD

1	GRANT BARTER	93 points
2	EVAN HARVEY	82 points
3	J.C. KILLS	76 points
4	Simon Hahn	44 points
5	Paul McAllen	30 points
6	David Savage	30 points
7	Azz Wallis	26 points
8	Brian Dooley	25 points
9	Jack Maggs	20 points
10	Simon Cahl	20 points

BUBBLING UNDER...

Robert Payne	14 points
David Callum	10 points
Peter Bard	10 points
Rick Park	10 points
Oliver Thompson	10 points
Ian Watson	10 points
Tom Lucas	10 points
Matthew Hill	10 points
Khalid Al-Jaff	10 points
Christopher Foy	10 points

LOOK-A-LIKES

We want your photos and created characters – does your dog resemble Dante? Think your mum looks like Dhalsim? Post us the evidence!

THIS MONTH...

5 Points

RAVEN
Tekken badass

BLADE
Vampiric badass

From Tony Harvest
"These two look so alike, they could be two peas in a particularly mental pod."

HOW TO ENTER

Be good at a game. Try to be original. We want to see your most amazing achievements.

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Send as many tapes as you like – just make sure you wind them to the right place for us, eh?

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PSM2, PRO DOJO, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH BA1 2BW

Challenge 1..... Challenge 2.....
Challenge 3..... Challenge 4.....
Challenge 5..... Challenge 6.....
Challenge 7..... Challenge 8.....
Challenge 9.....

I also include (eg. Moment/Insane Challenge of the month)
.....

Name:.....Age:.....
Address:.....
.....
.....
.....

I enclose...

☐ A photograph (with name on back) ☐ A video

ON THE DVD

As of right now, we're featuring our favourite runs on the DVD too. Get famous! Get involved! Send a tape now!

EVEN MORE ON PLAYSTATION 3 WE GO BACK TO SCHOOL WITH BULLY MATRIX: PATH OF NEO GOES UNDER THE KNIFE

Next

WE DO IT ALL OVER AGAIN. DO NOT MISS THIS!

GTA: LIBERTY CITY STORIES

It's tantalisingly close. We bring you all the latest, hardest-hitting info on Rockstar's PSP debut –plus hands-on truth. Don't miss it.

BLACK

Next month, we promise. We'll have an eye-popping hands-on with the amazing shooter from the people behind *Burnout*. Prepare to be dumbfounded...

RESIDENT EVIL 4

It's so close we can feel the fear. The defining moment of the survival horror genre is inching its way close to PS2. We bust it wide open.

You want more?!
You've got it. We've got the first play of *Midnight Club on PSP*, we hit the slopes in *SSX4* and crush buildings with *The Incredible Hulk*. Best queue at the shops now, eh?

WE SHOOT-

Result! PSM2 nets Pro Evo 5!

PRO EVO 5 ON PS2

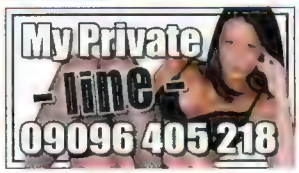
Month

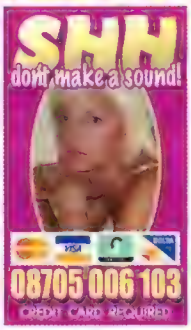
PRO EVO ON PSP
– WE SCORE!

ONLY IN PSM2

YOU'D BE A BENSON TO MISS IT

PSM2 #65 on sale **THURSDAY 28TH JULY**





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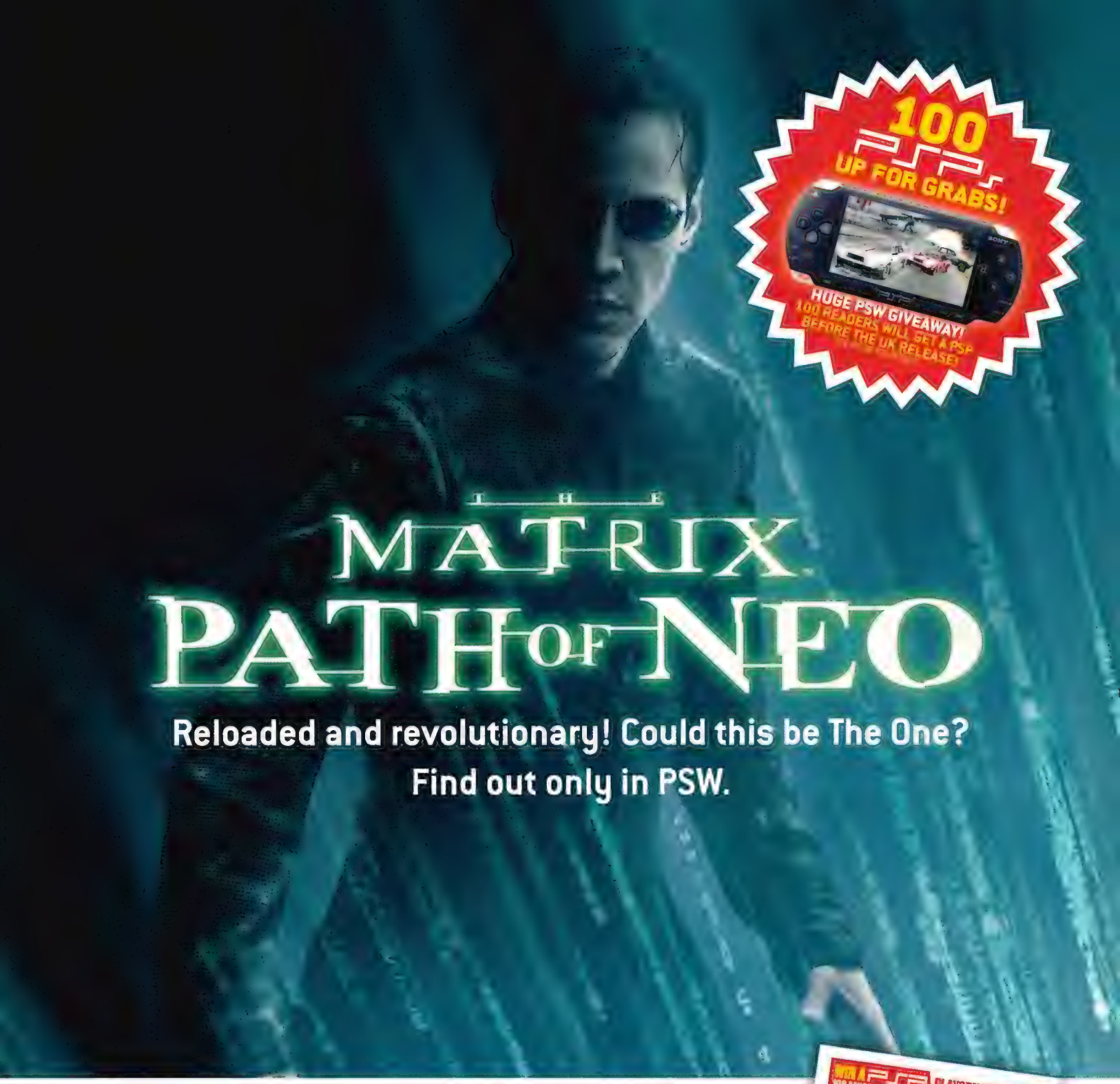

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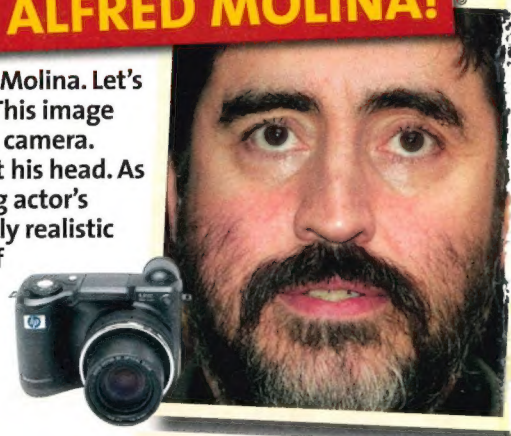
WHICH NEW SUPERCONSOLE REALLY IS THE BEST?

AKA... Which can draw the best Alfred Molina?

With a new generation of machines comes a new benchmark, a new measurement, a new way of thinking. Megapixels? Gigaflops?These things are old hats on old heads. No. What we really need to know (as Sony demonstrated at their E3 conference) is "Which new console can draw the best Alfred Molina?"

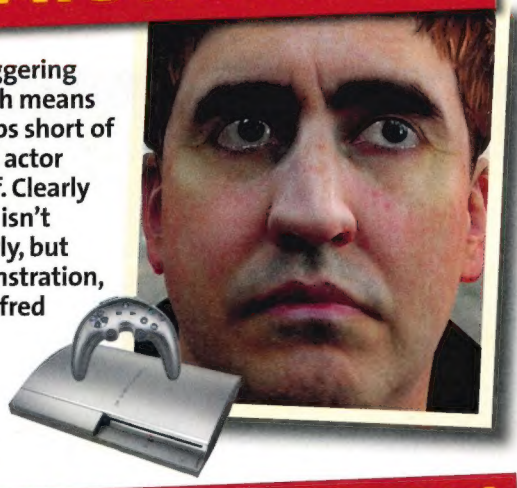
This is a quality measured in Molinaflops. It's a historic moment in gaming: this man's nose alone is already an industry standard. Let's analyse the Specific Parameter of Alfredic Molinosity (SPAM) of each new console – totally objectively, you understand – to see which you should buy.

THE REAL ALFRED MOLINA!



This is the real Alfred Molina. Let's use this as a control. This image was rendered using a camera. Which was pointed at his head. As you can see, the aging actor's baggy chops look fairly realistic but the application of a morning run, some bran and a little bit of sunshine would certainly improve things.

ON PLAYSTATION 3!

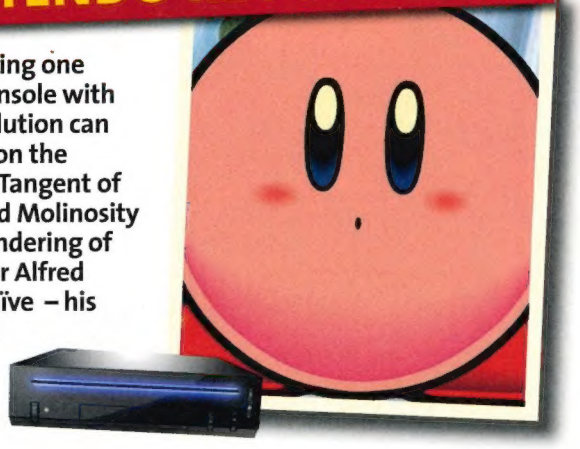


The PS3 runs at a staggering 0.8 Molinaflops, which means it's just 0.2 Molinaflops short of the real Spider-Man 2 actor Alfred Molina himself. Clearly the Beard-Mapping™ isn't really working properly, but during the PS3 demonstration, Spider-Man 2 actor Alfred Molina's face moved about a bit and mumbled. Just like the real thing in fact.

ON XBOX 360!

Oh dear. The 360 is clearly running at least 1024x7 tera-Alfreds below a full Molinaflop. This face is unruly and chubby, its designers unable to reign in the jostling polygons, while the eye textures are piggy and unrealistic. And they haven't even *tried* to do the hair. This is technology struggling. He looks bloody awful!

ON NINTENDO REVOLUTION!



Nintendo is replacing one largely ignored console with another. The Revolution can barely muster 0.1 on the Bitmap Approved Tangent of Bump-Upholstered Molinosity (BATBUM). This rendering of Spider-Man 2 actor Alfred Molina's face is naïve – his nose, ears, mouth, hair, cheeks, face and head are all dreadful.

CONCLUSION!

In summation, then, as clearly shown by the Quantum Index of Molinability (QUIM), all beings on planet Earth should exchange their money for the PlayStation 3. The Xbox 360 is barely more powerful than the last 35[illegible] Xbox consoles and the, um, what was the other one? Never mind, eh? Screw it.

This report was compiled by an independent, totally unbiased source that just happens *to work for PSM2 – the world's best PlayStation magazine. [cough]*

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Broken Sword 3: S. Dragon
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Burnout 3: Takedown

C = 0 3
Call of Duty: Finest Hour
Chamber of Secrets
Chaos Legion
Club Football 2005
Colin McRae Rally 4
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Conflict: Desert Storm 2
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Constantine
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Crash Nitro Kart
Crash Twinsanity

D = 0 4
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DRIV3R
Dynasty Warriors 2
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Dynasty Warriors 3: Xtr.Leg.
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E = 0 5
Eden, Project
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F = 0 6
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G = 0 7
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Goldeneye: Rogue Agent
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Grand Theft Auto 3
GTA: San Andreas
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H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
Haunting Ground
Headhunter
Headhunter: Redemption
He-Man: Def. of Grayskull
Hitman 2: Silent Assassin
Hitman 3: Contracts

I = 0 9
Incredibles
Indiana Jones: Emp.'s Tomb

J = 1 0
Jak & Daxter
Jak 2: Renegade
Jak 3
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
James Cameron Dark Angel
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis

K = 1 1
Kessen 3
Killzone
Kingdom Hearts

L = 1 2
Lara Croft: Ang.of Darkness
Legacy of Kain: Defiance
Lego Star Wars
Leisure Suit Larry: M.C.L.
LMA Manager 2003
LMA Manager 2004
LMA Manager 2005
Lord of the Rings: 3rd Age
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers

M = 1 3
Mace Griffin: Bounty Hunter
Mafia
Man.United Manager 2005
Manhunt
Marvel vs Capcom 2
Max Payne
Max Payne 2
Maximo
Maximo vs the Army of Zin
Medal of Honor: Euro.A.°
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Metal Gear Solid 2
Metal Gear Solid 2: Subst.
Metal Gear Solid 3: S. Eater
Midnight Club 3: DUB Ed.
Mission Impossible:O.Surma
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception

N = 1 4
NARC
Naval Ops:Warship Gunner
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Need for Speed: Under. 2
Nightfire
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O = 1 5
Obscure
Onimusha 3: Demon Siege
007 Everything or Nothing
Operation Winback

P = 1 6
Playboy: The Mansion
Premier Manager 2003
Pride Fighting Champion.
Primal
Prince of Persia: S. of Time
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Pro Evolution Soccer 3
Pro Evolution Soccer 4
Project Zero
Project Zero 2
Psi-Ops: Mindgate Cons.
Psychonauts
Punisher

R = 1 8
Ratchet and Clank
Ratchet and Clank 2
Ratchet and Clank 3
Red Dead Revolver
Red Faction
Res. Evil: Code Veronica X
Resident Evil: Outbreak
Revenge of the Sith
Rise to Honor
Road Rage
Robots
Rocky
R-Type Final

S = 1 9
San Andreas, GTA
Second Sight
Secret W. Over Normandy
Shadow Hearts
Shadow of Rome
Shellshock Nam '67
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room
Simpsons: Hit & Run
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SSX 3
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T = 2 0
Teenage Mut.Ninja Turtles 2
Tekken 5
Tenchu: Fatal Shadows
Terminator 3 R.of Machines
Terminator 3: Redemption
The Getaway 2 B. Monday
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The Punisher
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Tony Hawk's Underground 2
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Total Club Manager 2004
Total Immersion Racing
Transformers
True Crime: Streets of LA
TT Superbikes
Ty the Tasmanian Tiger 2

U = 2 1
UFC: Sudden Impact
Urbz: Sims in the City

V = 2 2
Vice City, Grand Theft Auto

W = 2 3
War of the Monsters
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Winback
World Champ. Snooker '04
World Rally Champ.2 Extr.
World Rally Championship 4
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WWE Smackdown! 5: HCTP

X = 2 4
X-Files: Resist or Serve
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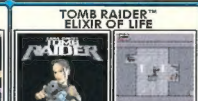
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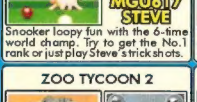
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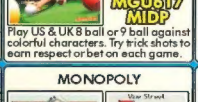
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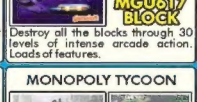
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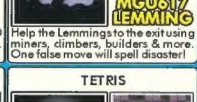
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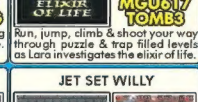
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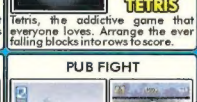
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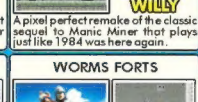
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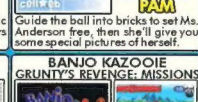
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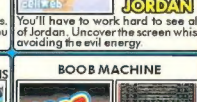
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